CHARACTER SHEET (OP.22)

NAME AND NUMBER	WEAPON AND NUMBER	RANK	PERSONAL CHARACTERISTICS									SKILL								BATTLES	WOUNDS	PERSONAL AND EXTRA EQUIPMENT AND AMMUNITION
			SPEED	STRENGTH	CONSTITUTION	EYESIGHT	REFLEXES	DRIVING	SWIMMING	EXPERIENCE	MOTIVATION											

Y-2288 2/85

8600005

HOLDING BOX CARD

VEHICLE LAYOUTS

(Reduced)

A	1 or 2 DRVR-SGN/ B GNL	I OTHER	II OTHER
	PASSENGERS		
	ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓
B	1 or 2 DRVR-SGN/ B GNL	I OTHER	II OTHER
	PASSENGERS		
	ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓
C	1 or 2 DRVR-SGN/ B GNL	I OTHER	II OTHER
	PASSENGERS		
	ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓

(Full)

D (In Hull)	1 DRVR-SGN/ B GNL	2 DRVR-SGN	3 B GNL/ L, M GNL	E (In Hull)	1 DRVR-SGN/ B GNL	2 DRVR-SGN	3 B GNL/ L, M GNL
	4 CDR/ SPJ	5 F GNL/ N GNR/ RDO	6 G GNL/ N LDR/ RDRVR-SGN		4 CDR/ SPJ	5 F GNL/ N GNR/ RDO	6 G GNL/ N LDR/ RDRVR-SGN
D (In Turret)	7 A,C,D,E,J,K GNL/ SPJ	8 A,K GNR/ H,I,J GNL/ SPJ	9 A,K GNR/ J GNL/ SPJ	E (In Turret)	7 A,C,D,E,J,K GNL/ SPJ	8 A,K GNR/ H,I,J GNL/ SPJ	9 A,K GNR/ J GNL/ SPJ
	10 A,K LDR/ H,I GNL/ SPJ	11 A,K LDR/ SPJ	12 CDR/ H,I GNL/ SPJ		10 A,K LDR/ H,I GNL/ SPJ	11 A,K LDR/ SPJ	12 CDR/ H,I GNL SPJ
	13 CDR/ SPJ	14 CDR/H,I,J GNL/ A,K GNR or GNL/ SPJ	15 OTHER		13 CDR/ SPJ	14 CDR/H,I,J GNL/ A,K GNR or GNL/ SPJ	15 OTHER
	PASSENGERS				PASSENGERS		
	ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓		ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓

VEHICLE ABBREVIATIONS

CDR: Commander.
DRVR: Driver.
GNL: Gunner/Loader.
GNR: Gunner.
LDR: Loader.
RDO: Radioman.
RDRVR: Rear Driver.
SGN: Smoke Generator.
SPJ: Smoke Projector.

POSTURE DIAGRAM

CROUCH (Hatch Closed)

STAND (Hatch Open)

PRONE

MAPBOARD DIRECTION "1"

BUNKER, CAVE, FOXHOLE, PILLBOX, TOWER, AND TRENCH BOXES

401 402 403 404 405 406 407 408

409 410 411 412 413 414 415 416

HOLDING BOX CARD

VEHICLE LAYOUTS

(Reduced)

A

1 or 2 DRVR-SGN/ B GNL	I OTHER	II OTHER
PASSENGERS		
ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓

B

1 or 2 DRVR-SGN/ B GNL	I OTHER	II OTHER
PASSENGERS		
ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓

C

1 or 2 DRVR-SGN/ B GNL	I OTHER	II OTHER
PASSENGERS		
ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓

(Full)

D (In Hull / In Turret)

1 DRVR-SGN/ B GNL	2 DRVR-SGN	3 B GNL/ L, M GNL
4 CDR/ SPJ	5 F GNL/ N GNR/ RDO	6 G GNL/ N LDR/ RDRVR-SGN
7 A,C,D,E,J,K GNL/ SPJ	8 A,K GNR/ H,I,J GNL/ SPJ	9 A,K GNR/ J GNL/ SPJ
10 A,K LDR/ H,I GNL/ SPJ	11 A,K LDR/ SPJ	12 CDR/ H,I GNL/ SPJ
13 CDR/ SPJ	14 CDR/H,I,J GNL/ A,K GNR or GNL/ SPJ	15 OTHER
PASSENGERS		
ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓

E (In Hull / In Turret)

1 DRVR-SGN/ B GNL	2 DRVR-SGN	3 B GNL/ L, M GNL
4 CDR/ SPJ	5 F GNL/ N GNR/ RDO	6 G GNL/ N LDR/ RDRVR-SGN
7 A,C,D,E,J,K GNL/ SPJ	8 A,K GNR/ H,I,J GNL/ SPJ	9 A,K GNR/ J GNL/ SPJ
10 A,K LDR/ H,I GNL/ SPJ	11 A,K LDR/ SPJ	12 CDR/ H,I GNL SPJ
13 CDR/ SPJ	14 CDR/H,I,J GNL/ A,K GNR or GNL/ SPJ	15 OTHER
PASSENGERS		
ON BOW HULL ⅓	ON TURRET ⅓	ON REAR HULL OR INSIDE ⅓

VEHICLE ABBREVIATIONS

CDR: Commander.
DRVR: Driver.
GNL: Gunner/Loader.
GNR: Gunner.
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RDO: Radioman.
RDRVR: Rear Driver.
SGN: Smoke Generator.
SPJ: Smoke Projector.

POSTURE DIAGRAM

CROUCH (Hatch Closed)

STAND (Hatch Open)

PRONE

MAPBOARD DIRECTION "1"

BUNKER, CAVE, FOXHOLE, PILLBOX, TOWER, AND TRENCH BOXES

401 402 403 404 405 406 407 408

409 410 411 412 413 414 415 416

OFF-BOARD CARD

TURN RECORD: 1 2 3 4 5 6 7 8 9 10

BASIC GAME MOVEMENT FACTOR EXPENDITURE CHART (6.2)

TYPE OF ACTION	MOVEMENT COST		
	STAND	CROUCH	PRONE
Enter a new hex.	1	2	3
Turn 1—3 hexsides in a hex.	1	1	1
Cross fence, hedge, or hill/depression.	1	1	1
Prone to Stand or vice-versa.	1	—	2
Crouch to Stand or vice-versa.	—	1	1
Fire weapons (Combat).	2	2	2
Melee (Combat).	1	1	1

BASIC GAME FIRING CHARTS (6.3)

TYPE UNIT	WEAPON NAME	RATE OF FIRE	RANGE IN HEXES						
			1-2	3-5	6-8	9-12	13-20	21-30	31-40
LMG	Light Machinegun	3×4	5	4	4	4	3	3	2
RFL	Rifle	2×3/2	5/6	4/5	4/5	4/5	3/4	2/4	1/3
PST	Pistol	2	6	4	1	—	—	—	—
HGN	Hand Grenade (hit 5)	1	8	5	2				

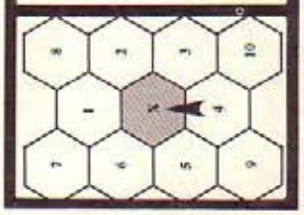
BASIC GAME FIRING MODIFIERS (6.3.6.2)

+1: Firing unit is Suppressed.
+1: Target in cover (fence, rough, tree—not firing grenades).
+1: Target in concealment (hedge, scrub, tree—not grenades).
+1: Target is Crouching (not firing grenades).
+2: Target is Prone (not firing grenades).
+1: Per tree or hedge hex in line of sight.
+2: Target is Running (not grenades).
+1: Firer expends 1 movement factor (not grenades).
+2: Firer expends 2 movement factors (not grenades).

RATE OF FIRE EXAMPLE (6.3.5.1)

No. of bursts → 3×4 ← No. of Shots per burst

GRENADE SPREAD DIAGRAM (6.3.6.3.2.1)

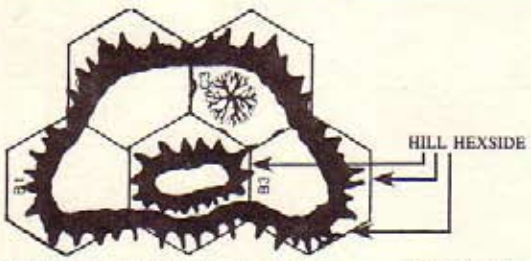


GRENADE BLAST DIAGRAM (6.3.6.3.2.2)

STANDARD TERRAIN IDENTIFICATION CHART

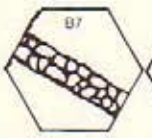
NOTE: For appearance, many hexes contain two or more colors. The terrain in a hex is determined by the color that fills *most* of the hex. For hexes that contain roads, consider the entire hex to be a road hex, regardless of other colors also in the hex.

HILL (Higher than surrounding terrain—color indicates other terrain in hex): Includes hexes with one or more contour lines and those enclosed by contour line hexes.



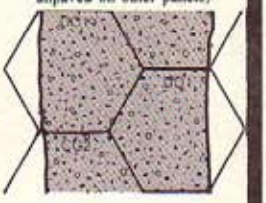
FENCES (Ignore hex color)

STONE



WOOD

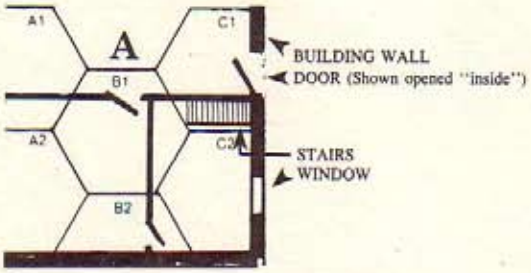
ROAD
(Paved on panel 4, unpaved on other panels)



HEDGE (Ignore hex color)

DEPRESSION (Lower than surrounding terrain)
(Color indicates other terrain in hex)

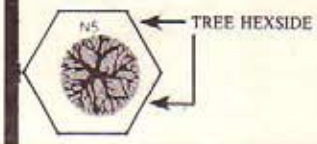
BUILDING (Panels 3 and 4 only)



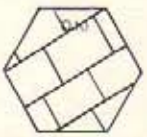
ROUGH

CLEAR (Light green or brown)

TREE



PAVEMENT
(Panel 4 only—same as Clear terrain)



WELL

ALLEY
(The narrow paved road hexes on panel 4 only)

SCRUB (Dark green)

EXTRA EQUIPMENT, PISTOL, SUBMACHINEGUN, AND DEFENSIVE UNITS WEAPON CHARTS

TYPE UNIT	WEAPON NAME	TYPE	RATE OF FIRE	RANGE IN HEXES 1–2	3–5	6–8	9–12	13–20	21–30	31–40	41–60	61–100	BLAST	PENET	MOVE	POSTURE STAND	CROUCH	PRONE	UP	CREW	IMPACT	RELIAB	INTRO	POINTS	NOTES
HGN1	Offensive/Defensive Grenade (Fuse)	G	1	8/8	8/6	5/3	2/—	—	—	—	—	—	2/4	1	N	X	X	X	+1	1	S	00	—	1	ab
HGN2	Offensive/Defensive Grenade (Impact)	G	1	—	6/5	3/2	1/—	—	—	—	—	—	3/5	1	N	X	X	X	+1	1	S	09	—	1	ab
HGN3	Offensive Grenade (Fuse)	GM/W	1	8	5	3	1	—	—	—	—	—	3/2	1/3	N	X	X	X	+1	1	S	00	—	1	ac
HGN4	Offensive Grenade (Impact)	GM/W	1	—	6	3	1	—	—	—	—	—	3/2	1/3	N	X	X	X	+1	1	S	09	—	1	ac
HGN5	Defensive Grenade (Fuse)	GM/W	1	8	5	2	—	—	—	—	—	—	5/3	1/3	N	X	X	X	+1	1	S	00	—	1	ac
HGN6	Defensive Grenade (Impact)	GM/W	1	—	5	2	—	—	—	—	—	—	5/3	1/3	N	X	X	X	+1	1	S	09	—	1	ac
HGN7	Anti-Tank Grenade (Impact)	H	1	—	4	1	—	—	—	—	—	—	4	8	N	X	X	X	+1	1	S	71	—	1	a
HGN8	Molotov Cocktail (Impact)	F	1	—	3	1	—	—	—	—	—	—	6	2	N	X	X	X	+1	1	S	06	—	1	a
HRG	Hand/Rifle Grenade (Impact)	GM/W	1/1+L	—	5/4	2/4	—/3	—/2	—/0	—	—	—	5/3	1/3	N	X/+1	X	X	+1/—	1	S	09	—	2	adlade
RGN1	No Preparation Grenade (Impact)	GMU/H	1	—	4/3	3/2	2/1	0	—	—	—	—	3/3	1/6	N	+1	X	X	—	1	S	09/61	—	2	aef
RGN2	Light Grenade (Impact)	GMU/W	1+L	—	4	3	3	2	2	0	—	—	3/2	1/3	N	+1	X	X	—	1	S	09	—	2	ace
RGN3	Light Anti-Tank Grenade (Impact)	H	1+L	—	4	3	2	1	0	—	—	—	3	8	N	+1	X	X	—	1	S	81	—	2	ac
RGN4	Heavy Grenade (Impact)	GMU/W	1+L	—	4	3	3	2	0		—	—	5/3	1/3	N	+1	X	X	—	1	S	09	—	2	ace
RGN5	Heavy Anti-Tank Grenade (Impact)	H	1+L	—	3	2	1	0	—	—	—	—	4	25	N	+1	X	X	—	1	S	81	—	2	ae
LPL1	ARPAC	H	1	—	6	5	3	0	—	—	—	—	5	21	N	X	X	X	—	1	S	81	80	2	a
LPL2	LAW 80	H	1	—	6	6	5	4	3	2	1	0	6	60	N	X	X	X	—	1	S	91	83	5	ag
LPL3	M72 LAW	H	1	—	5	5	4	3	1	0	0	—	4	24	N	X	X	X	—	1	S	81	—	2	ag
LPL4	Miniman	H	1	—	6	5	4	3	1	0	0	—	5	28	N	X	X	X	—	1	S	81	73	3	ag
LPL5	RPG75	H	1	—	6	5	4	3	2	1	0	—	5	33	N	X	X	X	—	1	S	81	81	3	ag
LPL6	SARPAC	GU/H	1	—	6/6	6/5	6/4	5/3	5/1	4/0	2/0	0/—	6/4	1/25	N	X	X	X	—	1	S	07/81	77	3	afg
BDA	Body Armor	—	—	"+1" vs. Pistol, Submachinegun, and Blast.									—	—	N	X	X	X	X	1	—	—	—	2	
BNC	Binoculars (OP.)	—	—	"−2" Sighting Modifier.									—	—	N	X	X	X	X	1	—	—	—	1	
CBX	Missile Control Box	—	—	Controls missile.									—	—	N	X	X	X	X	1	—	—	—	4	
DMC	Demolition Charge	G	1+L	10	—	—	—	—	—	—	—	—	9	50	N	X	X	X	X	1	S	09	—	4	ah
NBC	NBC Protective Suite (OP.)	—	—	Environment protection.									—	—	−1	X	X	X	X	1	—	—	—	2	
RDO	Radio (OP.)	—	—	Used for communications.									—	—	N	X	X	X	X	1	—	—	—	3	
SHG	Shotgun	L	2	9	6	3	2	0	—	—	—	—	—	1	N	X	X	X	+1	1	4	09	—	2	
PST1	M1911A1	L	2	6	4	1	0	—	—	—	—	—	—	1	N	X	X	X	+1	1	3	00	—	1	
PST2	HP35, L35, M1951, MAS1950, P1, SIG210, SIG220	L	2	6	4	1	0	—	—	—	—	—	—	1	N	X	X	X	+1	1	2	09	i	1	
PST3	MAB P15, Super Star, TT33, VZ52	L	2	6	4	2	0	—	—	—	—	—	—	1	N	X	X	X	+1	1	2	08	—	1	
PST4	M67, MKE, PA63, PM, WZ64	L	2	6	3	1	0	—	—	—	—	—	—	1	N	X	X	X	+1	1	2	08	j	1	
SMG1	M1A1 "Tommy Gun"	L	3 x 3/2	5/6	3/5	2/4	1/3	0/1	—/0	—	—	—	—	1	N	X	X	X	X/+1	1	3	08/09	—	2	v
SMG2	M3A1 "Grease Gun"	L	2 x 3	5	3	2	1	0	—	—	—	—	—	1	N	X	X	X	X	1	3	08	—	2	
SMG3	MAC10, MAC11	L	3 x 3/2	5/6	3/4	1/3	0/1	—/0	—	—	—	—	—	1	N	X	X	X	X/+1	1	k	06/08	70	2	Gmv
SMG4	M56, PPSh41, SIG48	L	4 x 3/2	5/6	3/5	1/4	0/3	—/1	—	—	—	—	—	1	N	X	X	X	X/+1	1	2	07/09	—	2	Ymv
SMG5	Type 64	L	4 x 3	5	3	1	0	—	—	—	—	—	—	1	N	X	X	X	X	1	2	06	—	2	
SMG6	M/31 (Suomi)	L	3 x 3/2	5/6	4/5	2/4	1/3	0/2	—/0	—	—	—	—	1	N	X	X	X	X/+1	1	2	08/09	—	2	v
SMG7	M2, ML57, Owen, Uzi, VZ23, VZ24, VZ25, VZ26	L	3 x 3/2	5/6	3/5	2/4	1/3	0/1	—/0	—	—	—	—	1	N	X	X	X	X/+1	1	2	08/09	—	2	GmYpv
SMG8	F1A1, M12, SCK, Z62, Z70	L	3 x 3/2	5/6	3/4	2/3	1/2	0/1	—/0	—	—	—	—	1	N	X	X	X	X/+1	1	2	07/09	q	2	Yrv
SMG9	M1944, M/45, M/49, MAT49, PPS43	L	3 x 3	5	3	2	1	0	—	—	—	—	—	1	N	X	X	X	X	1	2	08	—	2	
SMG10	L2, M4, Madsen, MPi69, PA3DM, Sten, Z45	L	2 x 3/2	5/6	3/5	2/4	1/2	0/1	—/0	—	—	—	—	1	N	X	X	X	X/+1	1	2	06/07	s	2	mtv
SMG11	APS, VZ61, WZPM63	L	2 x 3/2	4/6	3/4	1/3	0/1	—/0	—	—	—	—	—	1	N	X	X	X	X/+1	1	2	06/08	—	2	uv
SMG12	FBP48, MP40	L	2 x 3	5	3	2	1	0	—	—	—	—	—	1	N	X	X	X	X	1	2	06	—	2	
PMN1	Anti-Personnel Mine	G	1	h	—	—	—	—	—	—	—	—	7	1	—	—	—	—	—	—	S	09	—	2	
PMN2	Claymore Mine	C	1	0	+2	+4	+6	+7	—	—	—	—	8	1	—	—	—	—	—	1w	S	06	—	10	
VMN1	Small Anti-Vehicle Mine	A	1	h	—	—	—	—	—	—	—	—	2	3	—	—	—	—	—	—	S	07	—	2	
VMN2	Large Anti-Vehicle Mine	A	1	h	—	—	—	—	—	—	—	—	3	6	—	—	—	—	—	—	S	05	—	4	

Type Unit	NAME	POINTS
ABS	Abattis	1
BKR	Bunker	15

BLK	Block	2
CAV	Cave	4
DCH	Ditch	2
DFX	Deep Foxhole	5
DWR	Double Barbed Wire	3
PBX	Pillbox	10
RBL	Roadblock	2
SFX	Shallow Foxhole	4
TNL	Tunnel	3
TRN	Trench	7
TWR	Tower	4
WIR	Barbed Wire	2

a. One use only. b. Left is offensive, right is defensive. c. Left is "G", "M", and/or "U", right is "W". d. Left is hand grenade, right is rifle grenade for rate of fire, hit numbers, and postures. Left is "G", right is "W" for blast and penetration. e. May not be fire if other movement factors are expended. f. Left is "G", "M", and/or U", right is "H" for hit numbers, blast and penetration. g. May not be fired in confined space. h. Effective in same hex only. i. SIG220 in 1975. j. M67 in 1967. k. "3" impact in .45 version, "2" impact in 9mm version. m. "+1" firing modifier when a grenade launcher is fired. n. Only M56 has a bayonet. p. Only Uzi has grenade launcher ("+1" modifier when fired) or bayonet. q. Z70 in 1971. r. Only F1A1 has bayonet. s. MPi69 in 1970. t. PA3DM has rifle grenade launcher ("+1" modifier when fired), L2 may have nightsight attached and has bayonet. u. VZ61 may have nightsight attached and has bayonet. v. Left is automatic fire, right is semi-automatic fire. w. May be detonated by one soldier or by a trip wire. G: Has a rifle grenade launcher. Y: Has bayonet.

8600005

VEHICLE WEAPON CHARTS

WEAPON NUMBER	WEAPON NAME		TYPE	RATE OF FIRE	RANGE IN HEXES 1 – 2	3 – 5	6 – 8	9 – 12	13 – 20	21 – 30	31 – 40	41 – 60	61 – 100	F, G or W B L	F, G or W P Y	A or L B L	A or L P Y	H B L	H P Y	IMPACT	RELIAB.a	NOTES
1	Light and Medium Vehicle Machineguns (9.5-7.92mm)		L	3 x 6	5	4	4	4	4	4	3	3	3	—	—	—	1	—	—	5	08	
2	M134 "Minigun"	(7.62mm)	L	6 x 20	5	4	4	4	3	3	3	3	2	—	—	—	1	—	—	5	04	
3	Heavy Vehicle Machinegun	(12.7mm)	L	3 x 5	5	5	5	5	4	4	4	4	3	—	—	—	3	—	—	S	09	
4	KPVT	(14.5mm)	L	2 x 5	5	5	5	5	4	4	4	4	4	—	—	—	3	—	—	S	08	
5	Oerlikon 204 G.K.	(20mm)	L	2 x 5	—	6	6	6	6	6	6	5	5	—	—	—	4	—	—	S	08	
6	M621, M693	(20mm)	L	2 x 6	—	6	6	5	6	6	6	6	5	—	—	—	4	—	—	S	07	
7	HS804, HS820, Rh202	(20mm)	L	3 x 6	—	6	6	6	6	6	6	6	5	—	—	—	4	—	—	S	08	
8	M167 "Vulcan"	(20mm)	L	6 x 20	—	6	6	6	6	6	5	5	5	—	—	—	4	—	—	S	04	
9	M242 "Bushmaster"	(25mm)	A	3 x 4/2	—	6/7	6/7	6/7	6/7	6/7	6/7	5/7	5/6	—	—	3	6	—	—	S	05	bc
10	Harden	(30mm)	A	2	—	7	7	7	7	7	7	7	7	—	—	4	6	—	—	S	07	
11	ZU30	(30mm)	A	2	—	7	7	7	7	7	7	6	6	—	—	4	6	—	—	S	06	
12	M174 Automatic Grenade Launcher (to 1974)	(40mm)	GMU	2 x 3/2	—	—	5/6	4/5	3/4	2/3	1/2	1/1	0/0	4	1	—	—	—	—	S	02	c
	M174 Automatic Grenade Launcher (1974 on)	(40mm)	GMU	2 x 3/2	—	—	5/6	5/6	5/6	4/5	3/5	2/4	1/3	4	1	—	—	—	—	S	02	c
13	M1943, ZIS2	(57mm)	AG	1	—	6	6	6	6	6	5	5	5	5	1	4	14	—	—	S	02	
14	CS DTAT/HB CM 60A1	(60mm)	CGMU	2	—	d	d	d	d	—	—	—	3	6	1	—	—	—	—	S	07	e
15	2A2B	(73mm)	GH	1+L	—	—	5	6	6	5	5	5	4	7	2	—	—	5	25	S	81	
16	DEFA 75mm	(75mm)	GHM	1	—	6	6	6	6	5	5	5	5	7	2	—	—	5	24	S	85	
17	L5 Medium Velocity	(76mm)	GHMU	1	—	6	6	6	6	6	5	5	4	7	2	—	—	5	24	S	81	
18	M32, T91E3	(76.2mm)	ACGHM	1	—	6	6	6	6	6	6	5	5	7	2	5	16	5	22	S	04/81	
19	M1942, ZIS3, Ch51m	(76.2mm)	AGH	1	—	6	6	6	6	5	5	5	5	7	2	5	8	5	20	S	02/81	
20	Medium Mortar	(81mm)	GMUW	1	—	—	—	—	—	—	5	5	5	8/6	2/3	—	—	—	—	S	08	efgh
21	Medium Mortar	(82mm)	GM	1	—	—	—	—	—	—	3	3	3	7	2	—	—	—	—	S	07	egh
22	B10, M60, T21 Recoilless	(82mm)	G/H	1	—	6/6	6/6	6/5	5/4	5/4	4/3	3/2	2/1	8	2	—	—	6	19	S	02/71	g
23	20 pounder	(83.4mm)	AGHM	1	—	6	6	6	6	6	6	5	5	8	2	6	20	6	25	S	05/81	
24	M1945, D5T	(85mm)	AGH	1	—	6	6	6	6	6	6	5	5	8	2	6	15	6	22	S	01/81	
25	DEFA 90mm F1 (D921)	(90mm)	CGHM	1	—	6	6	6	6	6	6	5	5	8	2	—	—	6	28	S	85	
26	M36, M41	(90mm)	AGHM	1	—	6	6	6	6	6	6	6	5	8	2	6	18	6	25	S	04/81	
27	D10T	(100mm)	AGHM	1+L	—	6	6	6	6	6	6	5	5	9	2	7	20	7	32	S	03/81	i
28	DEFA 105mm	(105mm)	GHMU	1	—	6	6	6	6	6	6	6	5	9	2	—	—	7	33	S	85	
29	L7, M68 (L/51)	(105mm)	ACGHMUW	1	—	7	7	7	7	7	7	7	7	9/8	2/4	7	25	7	32	S	05/81	jf
30	L7 (L/62)	(105mm)	AGM	1	—	7	7	7	7	7	7	7	7	9	2	7	27	—	—	S	05	
31	M40 Recoilless	(105mm)	CG/H	1	—	6/6	6/6	6/6	6/6	6/5	6/5	5/4	4/3	9	2	—	—	7	38	S	03/75	t
32	B11 Recoilless	(107mm)	G/H	1	—	6/6	6/6	6/6	5/5	5/4	5/4	4/3	3/1	9	2	—	—	7	32	S	05/65	t
33	U5TS	(115mm)	AGH	1+L	—	7	7	7	7	7	7	7	7	9	2	8	28	8	38	S	03/81	
34	GIAT, M256	(120mm)	AGHM	1+L	—	7	7	7	7	7	7	7	7	9	2	8	35	8	40	S	01/81	
35	L11	(120mm)	ACGHMU	1+L	—	7	7	7	7	7	7	7	7	9	2	8	32	8	40	S	04/81	k
36	Sagger AT3 (9M14) (MSL)	(120mm)	H	1+2L	—	—	—	—	—	—	—	—	3	—	—	—	—	8	33	S	71	ghnp
37	Rapier 3	(125mm)	AGH	1+L	—	7	7	7	7	7	7	7	7	9	2	8	30	8	41	S	01/81	
38	Vigilant (MSL)	(132mm)	H	1+2L	—	—	—	—	—	—	—	2	3	—	—	—	—	8	48	S	71	ghnq
39	HOT (MSL)	(142mm)	H	1+2L	—	—	—	—	2	2	3	3	4	—	—	—	—	9	67	S	71	ghn
40	KAM9 (MSL)	(150mm)	GH	1+2L	—	—	—	—	—	2	2	3	4	—	—	—	—	9	42	S	71	ghn
41	M81 "Shillelagh" (Shell only)	(152mm)	H	1+L	—	6	6	6	5	5	4	4	3	10	3	—	—	9	67	S	85	
42	M220 TOW (MSL)	(152mm)	H	1+2L	—	—	—	—	2	2	3	3	4	—	—	—	—	9	67	S	75	ghnr
43	Swingfire (MSL)	(170mm)	H	1+3L	—	—	—	—	—	—	2	2	3	—	—	—	—	9	67	S	71	ghns
44	Vehicle Flamethrower		F	1	10	10	10	10	10	10	—	—	—	10	2	—	—	—	—	S	—	
45	Vehicle Flamethrower		F	1	10	10	10	10	—	—	—	—	—	10	2	—	—	—	—	S	—	

a. All "C", "G", "M", "U", and "W" reliabilities are "02", except where given differently. Split reliability numbers are "A" to left, "H" to right. Where there is only one type of ammunition, the reliability number applies to that type. **b.** New round (1984) has "8" penetration, "4" blast. **c.** Left is automatic fire, right is semi-automatic fire. **d.** Canister only. **e.** Has indirect fire capability. **f.** Left is "G", right is "W" for blast and penetration. **g.** May not be fired if passengers are riding on top of the vehicle. **h.** May not be fired if the vehicle was turned or entered a new hex during the Impulse Phase. **i.** New "A" round (1971) has "26" penetration. **j.** New "A" round (1980) has "32" penetration. **k.** New "A" round (1982) has "37" penetration. **m.** Up to 3 hex separation for AT3C. **n.** May not be fired by soldier marked with status unit. **p.** "42" penetration for AT3C (1975). **q.** Up to 13 hex separation. **s.** Up to 10 hex separation. **t.** Left hit numbers are for "C" and/or "G", right hit numbers are for "H".

FLAMETHROWER, LARGE CREW WEAPON, MISSILE, MORTAR, MEDIUM PORTABLE LAUNCHER, AND PERSONAL EQUIPMENT WEAPON CHARTS

TYPE	UNIT	WEAPON NAME		TYPE	RATE OF FIRE	RANGE IN HEXES 1–2	3–5	6–8	9–12	13–20	21–30	31–40	41–60	61–100	BLAST	PENET	MOVE	POSTURE STAND	CROUCH	PRONE	UP	CREW	IMPACT	RELIAB	INTRO	POINTS	NOTES
FTR1		Manpack Flamethrowers		F	1	10	10	10	—	—	—	—	—	—	9	2	−2	X	X	—	—	1	S	—	—	7	6x
FTR2		Two-Man Flamethrowers		F	1	10	10	10	10	—	—	—	—	—	9	2	−1	X	X	—	—	2	S	—	—	10	10x
FTR3		Cart Flamethrowers		F	1	10	10	10	10	—	—	—	—	—	9	2	−1	X	X	—	—	2	S	—	—	10	a10x
LCW1		SPG9	(73mm)	G/H	1	—	6/—	6/6	6/6	5/6	5/5	4/5	3/4	1/3	7/5	2/25	−2	X	X	X	—	3	S	81/71	—	11/3	bcp
LCW2		B10 (SPG82), M60	(82mm)	G/H	1	—	6/6	6/6	6/5	5/4	5/4	4/3	3/2	2/1	8/6	2/19	−1	X	X	X	—	4	S	02/71	—	19/3	abcp
LCW3		M40	(105mm)	CG/H	1	—	6/6	6/6	6/6	6/6	6/5	5/4	5/4	4/3	9/7	2/38	−3	X	X	X	—	4	S	03/75	—	32/9	lbcp
MSL1		Mamba	(100mm)	H	1	—	—	—	—	—	—	—	—	3	9	40	—	X	X	X	X	1	S	71	78	8	bde
MSL2		Bantam	(110mm)	H	1	—	—	—	—	—	—	—	—	2	8	42	—	X	X	X	X	1	S	71	—	7	bdf
MSL3		KAM3D, Mosquito	(120mm)	H	1	—	—	—	—	—	—	—	—	2	8	52	—	X	X	X	X	1	S	71	—	8	bdg
MSL4		Spigot AT-4 FAGOT	(120mm)	H	1	—	—	—	—	—	—	2	2	3	8	42	—	X	X	X	X	1	S	71	72	10	bdf
MSL5		Beeswing	(170mm)	H	1	—	—	—	—	—	—	2	2	3	9	67	—	X	X	X	X	1	S	71	69	14	bdh
MRT1		M1940/1941 Mortar	(50mm)	G	1	—	—	—	—	—	3	3	3	3	5	1	−1	X	X	X	—	2	S	05	—	10/1	cij
MRT2		2" MK 8ML Mortar	(51mm)	GM	1	—	—	—	—	—	3	3	3	3	5	1	−1	X	X	X	—	2	S	04	—	10/1	cij
MRT3		51mm Mortar	(51mm)	GMU	1	—	—	—	—	—	3	3	3	3	5	1	N	X	X	X	—	2	S	08	—	11/1	ij
MRT4		IMI52 Hand Mortar	(52mm)	GMU	1	—	—	—/3	—/2	—/2	3/1	3/0	3/—	3/—	5	1	N	X/—	X/—	X	—	2	S	08	—	12/1	ikm
MRT5		T16E6 Light Mortar	(60mm)	GMU	1	—	—	—/3	—/2	—/2	3/1	3/0	3/—	3/—	6	1	N	X/—	X/—	X	—	2	S	07	—	14/2	ikm
MRT6		M2, M19, M1953	(60mm)	GMU/W	1	—	—	—	—	—	3	3	3	3	6/5	1/3	−1	X	X	X	—	2	S	07	—	13/2	cijn
MRT7		HB Commando, ECIA Commando	(60mm)	GMU/W	1	—	—	—	—	—	3	3	3	3	6/5	1/3	−1	—	X	X	—	2	S	08	—	13/2	ijn
MRT8		Tampella, ECIA81L, MO-81-61, L1A1, M29	(60mm)	GMU/W	1	—	—	—	—	—	3	3	3	3	6/5	1/3	−1	X	X	X	—	2	S	08	—	13/2	ijn
MRT9		M57 Light Mortar	(60mm)	GMU	1	—	—	—	—	3	3	3	3	3	5	1	−1	X	X	X	—	2	S	07	—	16/2	cij
MRT10		M224 Lightweight Mortar	(60mm)	GMU/W	1	—	—	—	—	—	5	5	5	5	6/5	1/3	−1	X	X	X	—	2	S	08	79	20/2	ijn
MRT11		3" Mortar (76mm), M1 & M1944	(81mm)	GMU/W	1	—	—	—	—	—	—	3	3	3	8/6	2/4	−3	X	X	—	—	3	S	07	—	19/4	cijn
MRT12		Tampella, EC1A81L, MO-81-61, L1A1, M29	(81mm)	GMU/W	1	—	—	—	—	—	—	5	5	5	8/6	2/4	−2	X	X	—	—	3	S	08	—	22/4	ijn
MRT13		VZ48, M1937	(82mm)	GM	1	—	—	—	—	—	—	3	3	3	7	2	−3	X	X	—	—	3	S	07	—	16/4	cij
MPL1		ACL/APX80	(80mm)	GMU/H	1	—	—	6/6	6/6	6/6	6/5	5/4	5/4	4/3	7/5	2/10	−1	X	X	X	—	2	S	03/81	70	11/3	lbcpw
MPL2		APILAS	(112mm)	H	1	—	6	6	5	5	4	3	2	1	8	58	−1	X	X	X	—	2	S	91	83	13/5	lbw
MPL3		Folgore	(80mm)	H	1	—	6	6	5	5	4	3	2	2	5	33	−1	X	X	X	—	2	S	81	82	10/3	lbw
MPL4		Milan	(103mm)	H	1+L	—	—	1	2	2	2	2	3	4	7	29	−2	q	q	X	—	2	S	71	74	10/12	lbd
MPL5		M2 "Carl Gustav"	(84mm)	GMU/H	1	—	6/6	6/6	6/5	5/4	5/4	4/3	2/1	0/—	8/6	2/33	−1	X	X	X	—	2	S	04/81	—	9/3	lbcpw
MPL6		M2-550 FFV "Carl Gustav"	(84mm)	GMU/H	1	—	6/—	6/6	6/6	5/6	5/5	4/5	2/4	0/3	8/6	2/58	−1	X	X	X	—	2	S	04/81	76	12/3	lbcpw
MPL7		M20 "Super Bazooka"	(89mm)	GMW/H	1	—	6/6	6/5	5/4	4/2	3/1	1/0	0/—	—	r/6	r/22	−1	X	X	X	—	2	S	07/71	—	8/4	bpw
MPL8		M47 "Dragon" (MAW)	(127mm)	H	1+L	—	—	—	—	0	1	2	3	5	8	33	−2	—	X	X	—	1	S	71	74	12/12	lbd
MPL9		M/55	(55mm)	H	1+L	—	6	4	2	1	0	—	—	—	6	25	N	X	X	X	—	2	S	81	—	3/3	bw
MPL10		M58 "Raketenrohr"	(83mm)	H	1	—	6	6	5	4	3	2	0	—	6	30	−1	X	X	X	—	2	S	81	—	7/3	lbw
MPL11		M67	(90mm)	GM/H	1	—	6/6	6/5	5/4	5/4	5/4	5/4	4/3	2/1	8/6	2/25	−1	X	X	X	—	2	S	03/85	—	12/4	lbcpw
MPL12		M75 "Raketenrohr"	(83mm)	H	1	—	—	6	5	5	4	3	2	1	6	38	−1	X	X	X	—	2	S	87	76	9/3	lbw
MPL13		M202 "Flash"	(66mm)	W	1	—	—	6	5	4	2	1	0	—	8	5	−1	X	X	X	—	1	S	05	70	12/2	bs
MPL14		P27 (RPG27) "Pancerovka"	(45mm)	H	1+L	—	6	5	4	3	1	0	—	—	8	19	N	X	X	X	—	1	S	71	—	3/3	bw
MPL15		PZF44	(44mm)	H	1+L	—	6/6	5/6	3/5	1/4	0/2	—/1	—/0	—	6/4	27/31	N	X	X	X	—	1	S	81	—	4/2	ltw
MPL16		RB57	(44mm)	H	1+L	—	6	5	4	3	1	0	—	—	6	23	N	X	X	X	—	1	S	71	—	4/2	bw
MPL17		RL83 "Blindicide"	(83mm)	GMU/W/H	1	—	6/6	6/4	6/3	5/1	4/0	3/—	1/—	0/—	8/6	2/27	−1	X	X	X	—	2	S	07/81	—	7/3	lbpuw
MPL18		RL100 "Blindicide"	(101mm)	GMU/W/H	1	—	6/6	6/6	6/5	5/4	4/3	3/2	1/0	1/—	9/7	2/33	−1	X	X	X	—	2	S	07/81	—	10/4	lbpuw
MPL19		RPG2	(40mm)	H	1+L	—	6	5	3	1	0	—	—	—	5	15	N	X	X	X	—	1	S	71	—	3/2	lbw
MPL20		RPG7	(40mm)	H	1+L	—	—	6	4	3	1	0	—	—	6	27	N	X	X	X	—	1	S	81	—	4/2	lbw
MPL21		STRIMF1	(89mm)	GUW/H	1	—	6/6	6/6	6/5	5/4	4/3	3/2	2/1	1/0	7/5	2/33	−1	X	X	X	—	2	S	07/81	69	10/4	lbpuw
MPL22		T21 "Tarnasnice"	(82mm)	G/H	1	—	6/6	6/6	6/5	5/4	5/4	4/3	3/2	1/0	8/6	2/19	−1	X	X	X	—	2	S	02/81	—	9/3	bcpw
BPD		Bipod		—	—	Allows Prone fire at multiple hexes.									—	—	N	—	—	X	—	1	—	—	—	1	
NST		Infra-Red Night Sight		—	—	Improves Observation									—	—	N	X	X	X	X	1	—	—	—	1	
PNS		Passive Night Sight		—	—	Conditions.									—	—	N	X	X	X	X	1	—	—	75	2	
SCP		Scope		—	—	"−1" when firing.									—	—	N	X	X	X	—	1	—	—	—	3	

a. Unit is wheeled. No "−1" movement reduction on paved road or alley hexes. b. May not be fired in confined space. c. May not enter new hex while loaded. d. May not be fired by soldier marked with status unit. e. Up to 24 hex separation. f. Up to 4 hex separation. g. Up to 4 hex separation (Mosquito) or 10 hex separation (KAM3D). h. Up to 10 hex separation. i. May not be fired if other movement factors are expended. j. Has indirect fire capability. k. Has indirect fire capability in normal configuration only. m. Left is normal configuration, right is hand configuration. n. For blast and penetration, left is "G", right is "W". p. Left is "G", "M", "U", and/or "W", right is "H". q. No firing unless at rest. r. Blast is "6" for "G", "6" for "W". Penetration is "2" for "G", "4" for "W". s. Ammunition in "4" groups. Two impulses of loading required between groups. t. Left is old round, right is new round (introduced in 1975). u. Given blast and penetration numbers are for "G". For "W", blast is "6", penetration is "4". v. Given blast and penetration numbers are for "G". For "W", blast is "8", penetration is "4". w. Movement and modifiers apply when firing "G", "M", "U", "W", and/or "H" used as "G". x. Nightsight may be attached.

8600005

RIFLE, MACHINEGUN, AND GRENADE LAUNCHER WEAPON CHARTS

TYPE UNIT	WEAPON NAME	TYPE	RATE OF FIRE	RANGE IN HEXES 1–2	3–5	6–8	9–12	13–20	21–30	31–40	41–60	61–100	BLAST	PENET	MOVE	POSTURE STAND	CROUCH	PRONE	UP	CREW	IMPACT	RELIAB	INTRO	POINTS	NOTES
RFL1	AK47, AKM, VZ58	L	2 x 3/2	5/6	4/5	4/5	3/4	2/3	0/2	—/1	—/0	—	—	1	N	a/X	a/X	X	+2/+1	1	4	08/00	—	4	BIYbc
RFL2	AK74, AKD	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	1/3	0/2	—/0	—	—	1	N	d/X	d/X	X	+2/+1	1	4	07/09	76	5	IYb
RFL3	AMD	L	2 x 3/2	5/6	4/5	3/5	3/4	2/3	0/1	—/0	—	—	—	1	N	a/X	a/X	X	+1	1	4	07/09	—	3	Ib
RFL4	AR, AUG(G77), FAMAS, M70/223	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	1/3	0/2	—/1	—/0	—	1	N	d/X	d/X	X	+2/+1	1	4	07/09	e	5	BGISYbe
RFL5	AR10, FAL	L	2 x 3/2	5/6	4/5	4/5	4/5	3/4	2/4	1/3	0/2	—/1	—	1	N	f/X	f/X	g/X	+4/+2	1	5	07/09	—	5	BGISYb
RFL6	AUG Carbine, XM-177 "Commando"	L	2 x 3/2	5/6	4/5	4/5	3/4	2/3	0/2	—/1	—/0	—	—	1	N	d/X	d/X	X	+1	1	4	07/09	h	3	Ib
RFL7	Bolt Action Rifles	L	1	7	6	6	6	5	4	3	2	1	—	1	N	X	X	X	+2	1	5	09	—	3	GSY
RFL8	Bolt Action Sniper Rifles	L	1	9	8	8	7	7	7	6	5	4	—	1	N	X	X	X	+2	1	5	00	—	9	I
RFL9	BM59 (Bipod)	L	2 x 3/2	5/6	4/5	4/5	4/5	3/4	2/3	1/3	0/2	—/1	—	1	N	f/X	f/X	X	+4/+2	1	5	08/09	—	6	GISYb
RFL10	FNC (FN CAL), M16	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	1/3	0/2	—/2	—/1	—	1	N	d/X	d/X	X	+2/+1	1	4	i	i	5	BGISYb
RFL11	G3	L	2 x 3/2	5/6	4/5	4/5	4/5	3/4	1/3	0/2	—/1	—/0	—	1	N	f/X	f/X	g/X	+3/+1	1	5	07/09	—	5	BGISYb
RFL12	HK33	L	2 x 3/2	5/6	4/5	4/5	3/4	2/4	0/3	—/1	—/0	—	—	1	N	d/X	d/X	X	+1	1	4	06/09	68	3	BGISYb
RFL13	M1, M2 Carbine	L	2 x 3/2	5/6	4/5	3/5	2/4	1/3	0/2	—/1	—/0	—	—	1	N	a/X	a/X	X	+1	1	4	03/07	—	3	BSYbj
RFL14	M14	L	2 x 3/2	5/6	4/5	4/5	4/5	3/4	2/4	1/3	0/2	—/2	—	1	N	f/X	f/X	+1/X	+4/+2	1	5	07/09	—	5	GISYb
RFL15	M60, M62, M64A, M70, M76, PMK-DGN	L	2 x 3/2	5/6	4/5	4/5	3/4	2/3	0/2	—/1	—/0	—	—	1	N	a/X	a/X	X	+2/+1	1	4	07/09	k	4	GIYbk
RFL16	M64, Type 68	L	2 x 3/2	5/6	4/5	4/5	3/4	3/4	1/3	0/2	—/1	—/0	—	1	N	a/X	a/X	X	+3/+2	1	4	05/08	m	4	ISYb
RFL17	SAR	L	2 x 3/2	5/6	4/5	3/4	3/4	2/3	0/2	—/1	—/0	—	—	1	N	d/X	d/X	X	+1	1	4	07/09	72	3	GIYb
RFL18	Semi-Automatic Rifles	L	2	6	5	5	5	4	4	3	2	1	—	1	N	X	X	X	+2	1	5	08	—	4	GISY
RFL19	Semi-Automatic Sniper Rifles	L	2	8	7	7	7	7	6	6	5	3	—	1	N	X	X	X	+2	1	5	00	—	11	I
RFL20	SIG510, Stgw57 (Bipod)	L	2 x 3/2	5/6	4/5	4/5	4/5	3/4	1/3	0/2	—/1	—/0	—	1	N	f/X	f/X	X	+3/+1	1	5	06/08	—	5	GISYb
RFL21	SKS Carbine, VZ52/57	L	2	6	5	5	4	4	3	2	1	0	—	1	N	X	X	X	+1	1	4	07	—	3	IGSY
RFL22	Type 64 (Bipod)	L	2 x 3/2	5/6	4/5	4/5	3/5	3/4	1/3	0/2	—/1	—/0	—	1	N	f/X	f/X	X	+4/+2	1	5	07/09	—	5	GISYb
MMG1	SG, SGM, M1919A4 (Tripod)	L	3 x 6	5	5	5	4	4	4	4	4	3	—	1	−1	—	X	X	—	3	5	09	—	14	Ip
GMG2	AAT52, Type 74	L	L 3 x 4/M 3 x 5	5/5	4/5	4/4	4/4	4/4	3/4	2/3	2/3	1/2	—	1	−1	f/–	f/X	X	—	2/3	5	07	n	12	Ip
GMG3	Madsen-Saetter, MAG	L	L 3 x 5/M 4 x 6	5/5	4/5	4/4	4/4	4/4	3/4	3/4	2/3	1/2	—	1	−1	f/–	f/X	X	—	2/3	5	q	—	13	Ip
GMG4	M60, PK, PKM, PKMS, PKS, Type 67, VZ59	L	L 3 x 4/M 3 x 5	5/5	4/5	4/4	4/4	4/4	3/4	3/4	2/3	1/2	—	1	−1	f/–	f/X	X	—	2/3	5	r	r	12	Ip
GMG5	MG1, 2, & 3, MG42/59, SIG50,51, & 710	L	L 4 x 5/M 5 x 6	5/5	4/4	4/4	4/4	3/4	3/4	3/4	2/3	1/2	—	1	−1	f/–	f/X	X	—	2/3	5	07	—	14	Ip
GMG6	RP46	L	L 3 x 4/M 4 x 5	5/5	4/5	4/4	4/4	4/4	3/4	3/4	2/3	1/2	—	1	−1	s/–	s/X	X	—	2/3	5	05	—	12	Ip
GMG7	Type 62	L	L 3 x 4/M 3 x 5	5/5	4/5	4/4	4/4	4/4	4/4	3/4	2/3	1/3	—	1	−1	f/–	f/X	X	—	2/3	5	07	—	12	IYb
LMG8	ARM, M70/223 (Heavy Barrel) (Bipod)	L	3 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	2/2	1/2	0/1	—	1	N	a/X	a/X	X	+2	1	4	08/09	t	6	GIYb
LMG9	AUG, FNC-Heavy Barrels (Bipod)	L	2 x 4/2	5/6	4/5	4/5	3/4	3/4	2/3	1/2	0/1	—/0	—	1	N	a/X	a/X	X	+2	1	4	07/08	u	6	v
LMG10	BAR (Bipod)	L	2 x 3/1 x 3	5/5	4/5	4/5	4/4	4/4	3/4	3/3	2/3	1/2	—	1	N	s'/+2	s/+1	X	—/+3	1	5	08/09	—	7	Ib
LMG11	BM59/4, FAL, M14E2-Heavy Barrels (Bipod)	L	2 x 4/2	5/6	4/5	4/5	4/5	3/4	3/4	2/3	1/2	0/2	—	1	N	f/+1	f/X	X	—/+3	1	5	w	—	7	b
LMG12	DP, DPM, RP42 (Bipod)	L	3 x 4/2	5/6	4/5	4/5	4/5	4/4	3/4	3/4	2/3	1/2	—	1	−1	f/+1	f/+1	X	—/+3	1	5	07/09	—	11	Ib
LMG13	HK21, HK21A (Bipod)	L	3 x 4/2	5/6	4/5	4/5	4/5	4/5	3/4	2/3	1/2	0/1	—	1	N	f/+1	f/+1	X	—/+3	1	5	07/09	—	11	Ib
LMG14	KK62 (Bipod)	L	4 x 5	5	4	4	4	3	3	2	1	0	—	1	N	a	a	X	—	2	4	08	68	13	I
LMG15	L4 Bren, ZB26/30 (Bipod)	L	2 x 4/2	5/6	4/5	4/5	4/5	4/5	3/4	3/4	2/3	1/2	—	1	N	f/+1	f/+1	X	—/+3	1	5	09/00	—	9	Ib
LMG16	M65, M72 (Bipod)	L	2 x 4/2	5/6	4/5	4/5	4/4	3/4	2/3	2/2	1/1	0/0	—	1	N	a/X	a/X	X	—/+3	1	4	07/00	67	8	Ib
LMG17	M249 SAW (Bipod)	L	3 x 5	5	5	4	4	4	3	2	2	1	—	1	N	a	a	X	—	1	4	08	84	10	I
LMG18	M1919A6 (Bipod)	L	2 x 5	5	5	4	4	4	4	3	3	2	—	1	−1	s	s	X	—	2	5	09	—	11	
LMG19	Mg48, Mg50 (Bipod)	L	2 x 3/2	5/6	4/5	4/5	4/5	4/5	3/4	3/4	2/3	1/2	—	1	N	f/+1	f/+1	X	—/+3	1	5	05/08	—	10	b
LMG20	RPD (M53), RPDM (Bipod)	L	3 x 4	5	4	4	4	3	3	2	1	0	—	1	N	a	a	X	—	1	4	07	—	10	
LMG21	RPK (M60), RPKS (Bipod)	L	3 x 4/2	5/6	4/5	4/5	4/4	3/4	3/4	2/3	1/2	0/0	—	1	N	a/X	a/X	X	—/+3	1	4	07/00	—	11	Ib
LMG22	RPK74 (Bipod)	L	3 x 3/2	5/6	4/5	4/5	3/4	3/4	2/3	1/2	0/1	—/0	—	1	N	a/X	a/X	X	—/+2	1	4	06/09	76	8	Ib
LMG23	VZ52/57 (Bipod)	L	4 x 4/2	5/6	4/5	4/5	4/4	3/3	2/3	2/2	1/1	0/0	—	1	N	a/X	a/X	X	—/+3	1	4	08/09	—	10	Ii
GLR1	AGS17 "Plamya" (Tripod)	G	2 x 3/2	—	—	5/6	5/6	4/5	4/5	3/5	2/4	1/2	3	1	−2	—	X	X	—	2	S	07	79	20/.5	bydd
GLR2	M79 "Blooper"	CGMU/H	1	—	—	6/5	5/4	4/3	3/2	2/1	1/0	0/—	4/3	1/5	N	X	X	X	+1	1	S	09/81	—	5/1	zaadd
GLR3	M203, HK69	CGMU/H	1	—	—	6/5	5/4	4/3	3/1	1/0	0/—	—	4/3	1/5	N	X	X	X	+1	1	S	09/81	bb	cc/1	zaadd

a. Full automatic only if at rest, if not at rest, one burst only with "+1" modifier. b. Left is automatic fire, right is semi-automatic fire. c. Only VZ58 can have blood, but, if used, has no bayonet. d. Full automatic fire only if at rest, if not at rest, one burst only. e. Introduced: AR: 1970; AUG: 1978; FAMAS: 1979; M70/223: 1971. No bipod or scope for AUG, no scope for FAMAS. Reliability: AR: "08/00; AUG: and M70/223: "07/09"; FAMAS: "06/09". f. Full automatic fire only if at rest. If not at rest, one burst only with "+2" modifier. g. "+1 modifier unless there is a bipod. h. AUG in 1978, SM-177 in 1967. i. Introduced: M15: 1967 (M16A1 in 1984); FNC: 1981. Reliability: FNC and M16A2: "07/09"; M16: "85/05" from 1967-1969, "04/08" from 1970 (M16A1). j. The M1 Carbine fires only semi-automatic. k. The M76 was introduced in 1977, and has built-in infra-red nightsights, being worth 5 points instead of 4 points. The PMK-DGN has no bayonet, and may be used to fire RGN2 ("G" only) or RGN3. m. Type 68 in 1968. n. Type 74 in 1974. p. Left is bipod light machinegun, right is tripod medium machinegun. q. "07" for Madsen-Saetter, "09" for MAG. r. "06" for Type 67 and VZ59, and "08" for the rest. s. No firing unless at rest. t. ARM in 1970, M70/223 in 1971. u. AUG in 1978, FNC in 1980. v. Left is for "2 x 3", right is for "1 x 3". w. "05/09" for BM59/4, "06/09" for the rest. y. Ammunition in "30" groups. One impulse of loading required between groups. z. Left is "C", "G", "M", and/or "U", right is "H". aa. "C" available in 1972, "H" in 1974. bb. M203 in 1970, HK69 in 1978. cc. HK69 can be used as a separate weapon (4 points) or attached to a G3(RFL11) or HK33(RFL12) (6 points for the combination). M203 is attached to M16 (RFL10—all models) (8 points for the combination). Rifles with these attached do not have a rifle grenade launcher. dd. Movement modifiers apply when firing "G", "M", "U", and/or "H" used as "G". B: Bipod may be attached. G: Has rifle grenade launcher. I: Nightsight may be attached. S: Scope may be attached. Y: Has bayonet.

Y-2288 2/85

VEHICLE CHARTS

TYPE	UNIT FUNCTION	WEAPON NAME	MOVEMENT: TRACTION	MOVE FACTOR	CLIMB FORD	TURRET TURN	WEIGHT	TARGET SIZE	HEIGHT	ARMOR BASIS: F	FS	RS	R	T	B	TRK	SPECIAL EQUIPMENT	PASSENGERS	CREW POSITIONS	VEHICLE WEAPONS	WEAPON POSITIONS	MGN ELDEP	MGN HT/LGTH	ENGINE	ENTER/EXIT	INTRODUCED	POINTS	NOTES
LGV	AAV1	M163	T	20/2	3/A	3	13	−1	3/2	3	3	2	2	2	2	2	—	2	2,9,11,13	8	K	20/12	3/—	4	HR	68	30	
LGV	APC1	BTR50P/BTR50PK	T	13/3	4/A	—	16	−2	2	3	3	2	2	B/2	2	2	IN	13/9	2,7	1 or 3 or 4	C	20/11	3/—	4	H	—	16/17	a
LGV	APC2	BTR152C/BTR152D	W	22	2/31	—	10	−2	2	3	3	2	2	B/2	2	2	—	14/9	2,7	1 or 3	C	20/15	3/—	6	H	—	16	
LGV	APC3	K63	T	17/2	4/A	—	12	−2	2	3	3	2	2	2	2	2	—	10	2,7	3	C	20/17	3/—	6	HR	67	16	
LGV	APC4	M113A1/M113A2	T	20/2	3/A	—	12	−1	2	3	3	2	2	2	2	2	—/D6	12	2,7	1 or 3	C or E	20/15	3/—	4	HR	—/75	17	
LGV	APC5	M113ACAV	T	20/2	3/A	—	12	−1	2	3	3	2	2	2	2	2	—	10	2,5,6,7	3 or 12,1,1	E,F,G	20/15	3/—	4	HR	66	29	
LGV	APC6	OT62 TOPAS Model 2	T	18/3	4/A	3	17	−2	2T	4	3	2	2	2	2	2	IN	18	2,7	22*,1	A,A	20/11	2/—	4	HR	—	27	
LGV	APC7	OT62 TOPAS Model 2AP	T	18/3	4/A	3	17	−2	2T	4	3	2	2	2	2	2	IN	12	2,4,7	4,1	A,J	20/11	2/—	4	HR	66	22	
LGV	APC8	Pbv302	T	19/2	3/A	3	15	−2	3/2	3	3	2	2	2	2	2	D10	10	2,7	7	A	20/15	3/—	4	HR	66	21	
LGV	APC9	Saurer 4K4F/4K4FA	T	19	4/39	2	15	−1	2T	4	3	2	2	2	2	2	D6	8	2,7	3/5	E/A	20/16	2/—	4	HR	—	18/20	
LGV	APC10	SU60	T	13	3/30	—	13	−2	2	3	3	2	2	2	2	2	—	8	1,7	3,1	E,B	20/15	3/—	4	HR	—	21	
LGV	APC11	Trojan (FV432)	T	15	3/39	3	17	−2	2	3	3	2	2	2	2	2	D6N	10	2,7	1	A or C	20/15	3/—	4	HR	—	19	
LGV	APC12	Trojan FSV	T	15	3/39	3	18	−2	3/2	3	3	2	2	2	2	2	D6NP	6	2,9,11	10,1	K,J	19/15	2/—	4	HR	—	26	
LGV	FTV1	M67	T	14	4/48	3	52	−3	3/2	18	18	10	6	7	5	5	—	8	2,7,12	44,1,3	K,J,H	20/16	2/—	4	H	—	70	
LGV	FTV2	M132 "Zippo"	T	20/2	3/A	3	12	−1	3/2	3	3	2	2	2	2	2	—	4	2,7	44,1	A,J	20/17	3/—	4	HR	—	29	
LGV	FTV3	OT55	T	15	4/55	1	40	−2	3/2	18	16	12	7	6	4	4	EINS	7	2,9,10,13	27,45,3	K,J,H	17/11	2/X	5	H	—	70	
LGV	IFV1	AIFV	T	18/2	4/A	3	15	−1	3T	4	3	2	2	2	2	2	D6P	7	2,7,14	9,1	A,J (X,X)	20/14	3/—	4	HR	77	29	
LGV	IFV2	AMX10P	T	19/2	3/A	3	15	−1	3T	4	3	2	2	2	2	2	D4IN	9	2,7	6,1	A,J (—,X)	20/14	2/—	6	HR	70	29	b
LGV	IFV3	AMX-VCI	T	18	3/24	3	15	−2	2T	4	3	2	2	2	2	2	D6N	12	2,7	1 or 3	A or D(X,—)	18/15	3/—	6	HR	—	19	
LGV	IFV4	BMD1	T	15/2	3/A	2	10	−1	2T	4	3	2	2	2	2	2	EIN	6	1,7	15,36*,1,1,1	A,A,J,B,B	17/12	2/—	4	HR	73	47	
LGV	IFV5	BMP1/BMP2	T	19/2	4/A	2	14	−2	2T	3	3	2	2	2	2	2	EIN	9	2,7	15,36*,1/11,36*,1	A,A,J (X,X,)	18/10	2/—	4	HR	67/80	31/27	
LGV	IFV6	BTR60PK/BTR60PB(BTR70)	MW	23/3	3/A	3	11	−2	2T	3	3	2	2	2	2	2	IN	12	2,7	1 or 3/4,1	C/A,J (X,—)	19/15	3/—	6	H	—	20/24	c
LGV	IFV7	Cougar	MW	24/3	4/A	3	9	−2	2T	3	3	2	2	2	2	1	D8LNP	10	2,9,11	17,1	A,J (X,—)	19/15	2/—	4	HR	79	38	
LGV	IFV8	Grizzley	MW	24/3	4/A	3	9	−2	2T	3	3	2	2	2	2	1	D8N	12	2,7	1 or 3,1	A,J (X,—)	20/15	2/—	4	HR	79	25	
LGV	IFV9	M2 "Bradley"	T	21/2	4/A	3	21	−1	3T	5	5	4	3	3	3	3	D8 EINPS	8	2,7,14	9,1	A,J (X,X)	20/14	3/—	4	HR	81	38	d
LGV	IFV10	Marder	T	22	5/59	3	31	−2	3/2	6	5	4	3	3	3	3	D6IN	7	2,3,7	7,1,1	A,J,M (X,—)	20/17	3/—	4	HR	71	39	b
LGV	IFV11	Saracen (FV603)	MW	21	2/42	3	11	−1	2T	3	3	2	2	2	2	1	D6	8	2,3,7	1,1	A,L (X,—)	20/17	2/—	6	HR	—	24	
LGV	IFV12	V150 (M706) "Commando"	MW	24/1	2/A	3	11	−1	2T	3	3	2	2	2	2	1	D12	10	2,7	1 or 3,1	A,J (X,—)	20/15	2/—	6	HRS	71	20	e
LGV	IFV13	VAB (4 x 4)	MW	24/2	3/A	3	14	−2	3T	3	3	2	2	2	2	1	D4N	10	2,7	6,1	A,J (X,X)	18/15	3/—	4	HR	77	27	
LGV	LTK1	AMX 13	T	17	3/24	2	16	−1	3/2	8	6	3	2	2	2	2	D4I	4	2,7,12	1,1,1	K,J,H	16/12	2/X	6	H	—	f	
LGV	LTK2	M41 "Walker Bulldog"	T	21	3/42	3	26	−2	3/2	9	8	6	4	3	3	3	IS	6	2,9,11,14	18,1,3	K,J,H	17/15	2/X	6	H	—	53	
LGV	LTK3	M551 "Sheridan"	T	20/2	5/A	3	17	−2	3/2	7	5	3	3	2	2	2	D8INS	4	2,9,11,12	41,1,3	K,J,H	17/15	2/—	4	H	68	48	g
LGV	LTK4	PT76 "Plavayushchiy"	T	13/3	5/A	2	15	−2	2/1	6	4	2	2	2	2	2	EN	6	2,9,10	19,1	K,J	18/10	2/—	4	H	—	37	h
SMV	LTK5	Scorpion/Scimitar	T	24	2/42	3	9	−1	2/1	3	3	2	2	2	2	1	D6INP	2	2,9,11	17,1/10,1	K,J	19/15	2/—	6	H	72	39/29	
LGV	LTK6	Type 60	T	13/3	5/A	2	16	−2	2/1	6	4	2	2	2	2	2	E	6	2,9,10	24,1,1	K,J,H	18/10	2/—	4	H	—	47	
LGV	MBT1	AMX 30	T	19	4/80	2	40	−2	3/2	15	14	7	4	4	4	4	D4IN	6	2,9,11,14	28,3 or 6,1 or 3	K,J,I	19/14	2/X	4	H	67	78	i
LGV	MBT2	Centurion MK.5-8	T	11	5/57	1	55	−3	3/2	19	18	14	9	9	5	5	D12	9	2,9,11,12	23,1,1	K,J,H	17/15	2/X	6	H	—	83	
LGV	MBT3	Centurion MK.9-13	T	10	5/57	2	57	−3	3/2	21	20	15	9	9	6	5	D12IS	9	2,9,11,12	29,1,1	K,J,I	17/15	2/X	6	H	—	97	
LGV	MBT4	Challenger	T	15	4/42	3	62	−3	3/2	43	43	20	13	10	6	5	D12IL NPS	9	2,9,11,14	35,1,1	K,J,I	17/15	2/X	4	H	84	132	j
LGV	MBT5	Chieftain MK.2	T	14	4/42	3	60	−3	3/2	26	26	19	12	10	6	5	D12INS	9	2,9,11,12	35,1,1	K,J,I	17/15	2/X	4	H	66	103	k
LGV	MBT6	Leopard 1A1	T	19	5/39	2	44	−2	3/2	16	14	9	6	5	4	4	D8IN	7	2,9,11,12	29,1,1	K,J,H	17/14	2/X	4	H	—	85	m
LGV	MBT7	Leopard 2	T	20	4/39	3	60	−3	3/2	41	36	12	8	8	6	5	D8IL NPS	9	2,9,11,14	34,1,1	K,J,I	17/14	2/X	4	H	81	122	j
LGV	MBT8	M1 "Abrams"	T	21	4/48	3	58	−3	3/2	41	35	11	7	7	6	5	D8EIL NPS	9	2,9,10,12	29,1,3,1	K,J,I,H	17/15	2/X	4	H	81	133	jn
LGV	MBT9	M47 "Patton"	T	17	4/48	3	51	−3	3/2	16	15	10	6	4	5	5	I	7	2,3,9,11,14	26,1,3,1	K,J,H,B	17/12	2/X	6	H	—	83	p
LGV	MBT10	M48A3 "Patton"	T	14	4/48	3	52	−3	3/2	18	18	10	6	7	5	5	I	8	2,9,11,12	26,1,1 or 3	K,J,I	17/14	2/X	4	H	—	77	q
LGV	MBT11	M60A1/M60A2	T	14	4/48	3	54	−3	3/2	23	22	12	7	7	5	5	INS	8	2,9,11,12	29,1,3/41,1,3	K,J,I	17/15	2/X	4	H	—	92/76	r

TYPE	UNIT	FUNCTION	WEAPON NAME	MOVEMENT: TRACTION	MOVE FACTOR	CLIMB FORD	TURRET TURN	WEIGHT	TARGET SIZE	HEIGHT	ARMOR BASIS: F	FS	RS	R	T	B	TRK	SPECIAL EQUIPMENT	PASSENGERS	CREW	VEHICLE WEAPONS	WEAPON POSITIONS	MGN EL/DEP	MGN HT/LGTH	ENGINE	ENTER/EXIT	INTRODUCED	POINTS	NOTES
LGV	MBT12	Merkava MK.2		T	14	3/48	3	56	−3	2/1	32	28	12	8	6	6	5	EILNS	4	2,9,10,12	29,1,1,1	K,J,H,H	17/15	2/X	4	HR	80	121	st
LGV	MBT13	PZ.68		T	16	4/43	2	44	−3	3/2	16	16	12	7	6	4	4	D6INS	7	2,4,9,10	29,1,1	K,J,H	17/15	2/X	4	H	71	89	
LGV	MBT14	Stridsvagn 103b (S Tank)		T	15	4/59	—	43	−2	2	22	16	7	6	5	4	4	D4	5	1,3,6	30,1,1,1	B,J,J,D	16/15	2/—	4	H	67	89	u
LGV	MBT15	T54/T55		T	15	4/55	1	40	−2	3/2	18	16	12	7	6	4	4	EINS	7	1,9,10,13	27,1,3,1	K,J,H,B	17/11	2/X	5	H	—	86/78	v
LGV	MBT16	T62/T62A		T	15	4/35	1	42	−2	3/2	25	23	14	8	6	4	4	EINS	7	2,9,10,13	33,1,1	K,J,H	17/10	2/X	4	H	—/70	79/88	w
LGV	MBT17	T72		T	19	4/55	1	45	−3	3/2	27	25	13	8	7	4	4	EINS	8	2,7,14	37,1,3	K,J,H	17/10	2/X	4	H	71	100	xy
LGV	MBT18	T74(T80)		T	20	4/55	2	50	−3	3/2	34	31	14	8	7	4	4	D6EIL NS	8	2,7,14	37,1,3	K,J,H	17/11	2/X	4	H	80	110	Y
LGV	MBT19	TAM		T	22	4/59	2	32	−2	3/2	12	11	5	5	3	3	3	D8INS	4	2,9,11,12	29,1,1	K,J,H	17/13	2/X	4	H	80	81	
LGV	MBT20	TI67		T	16	4/55	1	40	−2	3/2	18	18	12	7	6	4	4	EIS	7	1,9,10,13	29,1,1	K,J,H	17/11	2/X	4	H	68	88	z
LGV	MBT21	Type 59		T	15	4/55	1	40	−2	3/2	18	18	12	7	6	4	4	E	7	1,9,10,13	27,1,3	K,J,H	17/11	2/X	4	H	—	74	
LGV	MBT22	Type 61 STA		T	13	3/39	3	39	−2	3/2	13	11	6	5	4	4	4	I	6	2,9,11,14	26,1,3	K,J,I	17/12	2/X	4	H	—	67	
LGV	MBT23	Type 69		T	15	4/55	1	41	−2	3/2	20	20	13	7	6	4	4	EINS	7	1,9,10,13	33,1,3	K,J,I	17/10	2/X	4	H	69	85	
LGV	MBT24	Type 74 STB		T	15	5/39	3	42	−2	3/2	15	12	6	5	4	4	4	D6ILNS	7	2,9,11,12	29,1,3	K,J,H	17/12	2/X	4	H	73	84	
LGV	MCV1	AMX-VCMP		T	18	3/24	—	15	−1	2	4	3	2	2	A	2	2	D6	3	2,4,5,6,7	1 or 3,20	C,N	18/15	2/—	6	HR	—	23	
LGV	MCV2	BTR152C(Mortar)		W	22	2/31	—	10	−2	2	3	3	2	2	B	2	2	—	2	2,4,5,6,7	1 or 3,21	C,N	20/15	3/—	6	H	—	18	
LGV	MCV3	M125		T	20/2	3/A	—	12	−1	2	3	3	2	2	A	2	2	—	2	2,4,5,6,7	3,20	C,N	20/15	3/—	4	HR	—	23	
LGV	MCV4	Saurer 4GrW1		T	19	4/39	—	15	−1	2	4	3	2	2	A	2	2	D6	3	2,4,5,6,7	3,20	E,N	20/16	2/—	4	HR	—	23	
LGV	MCV5	SV60		T	13	3/30	—	13	−2	2	3	3	2	2	A	2	2	—	2	1,4,5,6,7	3,1,20	E,B,N	20/15	3/—	4	HR	—	26	
LGV	MCV6	FV432(Mortar)		T	15	3/39	—	17	−2	2	3	3	2	2	A	2	2	D6	4	2,4,5,6,7	1,20	C,N	20/15	3/—	4	HR	—	23	aa
LGV	MCV7	V150(Mortar)		MW	24/1	2/A	3	11	−1	2T	3	3	2	2	A	2	1	D12	2	2,4,5,6,7	1 or 3,1,20	A,J,N	20/15	2/—	6	HRS	71	25	
SMV	RCV1	AML60		MW	24	2/42	3	5	0	2T	3	2	2	2	2	1	1	D4	2	2,9,11	14,3	K,J	20/17	2/—	6	H	—	25	
SMV	RCV2	AML90		MW	24	2/42	2	6	0	2T	3	2	2	2	2	1	1	D4I	2	2,9,11	25,1	K,J	17/14	2/X	6	H	—	36	
LGV	RCV3	BRDM2		MW	24/3	2/A	3	8	−2	2T	2	2	2	2	2	1	2	EIN	4	2,4,5,7	4,1	A,J	18/15	2/—	6	H	—	23	
SMV	RCV4	Ferret MK.2/3/Ferret MK.2/6		MW	24	2/36	3	5	0	2/1	3	2	2	2	2	1	1	D6	2	2,7	1/1,38*,38*	K/K,K,K	20/17	2/—	6	H	—	17/22	
LGV	RCV5	Luchs		MW	24/3	3/A	3	21	−2	3/2	6	5	4	3	3	3	1	D8INP	7	2,6,7,12	7,1	A,H	20/17	3/—	4	H	75	40	
LGV	RCV6	M3 "Devers"		T	21/2	4/A	3	21	−1	3T	5	5	4	3	3	2	3	D8EI NPS	2	2,7,14,15,16	9,1,42*,42*	A,J,A,A	20/14	3/—	4	HR	81	44	bb
LGV	RCV7	V150-20mm/90mm		MW	24/1	2/A	3	11	−1	2T	3	3	2	2	2	2	1	D12	4	cc	5,1,1/25,1,1	A,J,H	cc	cc	6	HRS	71	cc	
LGV	TDR1	AIFV (TOW)		T	18/2	4/A	—	15	−1	3T	4	3	2	2	2	2	2	D6P	3	2,5,6,7,13	1,42*,42*	C,F,G	20/15	3/—	4	HR	77	27	
LGV	TDR2	AMX10P (HOT)		T	19/2	3/A	3	15	−1	3T	4	3	2	2	2	2	2	D4INP	3	2,7,13,15,15	1,4x39*	5XA	20/14	2/—	6	HR	78	37	dd
LGV	TDR3	AMX-VCI (TOW)		T	18	3/24	3	15	−2	2	4	3	2	2	2	1	2	D6N	11	2,7,13	1,42*	A,A	18/15	3/—	6	HR	77	23	
LGV	TDR4	BRDM2 (Sagger)		MW	24/3	2/A	—	8	−2	2	2	2	2	2	2	1	2	EIN	2	2,3,4,5	6X36	6XB	20/0	2/—	6	H	72	20	
LGV	TDR5	FV438		T	15	3/39	3	17	−2	2	3	3	2	2	2	2	2	D6NP	4	2,7,14	1,43*,43*	A,A,A	20/15	3/—	4	HR	77	26	
LGV	TDR6	M150 (TOW or HOT)		T	20/2	3/A	—	12	−1	2	3	3	2	2	2	2	1	—	6	2,4,7,15	3,39* or 40*	C,F	20/15	3/—	4	HR	75	20	ee
SMV	TRK1	Recon Utility Truck		MW	24	3/18	—	1	0	1	0	0	0	0	0	1	1	—	2	2,7	1 or 2 or 3	C	20/15	2/—	6	A	—	ff	
SMV	TRK2	Recoilless Utility Truck		MW	24	3/18	—	1	0	1	0	0	0	0	0	1	1	—	1	2,9,11	22 or 31 or 32	C	18/10	2/—	6	A	—	gg	
SMV	TRK3	Missile Utility Truck		MW	24	3/18	—	1	0	1	0	0	0	0	0	1	1	—	1	2,7,13	hh	C	14/5	2/—	6	A	hh	hh	
SMV	TRK4	Recoilless Light Truck		W	24	2/24	—	2	−1	2	0	0	0	0	0	1	1	—	3	2,9,11,13	22 or 31 or 32	C	14/5	2/—	6	R	—	ii	
LGV	TRK5	Medium Truck		W	20	1/24	—	3	−2	2	0	0	0	0	0	1	1	—	16	2	—	—	—	—	6	R	—	4	

a. "N" equipment for BTR50PK only. **b.** "PS" installed in 1979 – 1983 = 32 points for the AMX10P, 42 points for the Marder. **c.** The BTR70 (introduced in 1979 is basically identical to the BTR50PB, but add "S" as an additional Enter/Exit. **d.** May add two weapon 42* in positions A, A = 42 points. **e.** May add a weapon 42* in position A = 21 points. **f.** The main gun can be one of three weapons. Weapon 16 (48 points), weapon 25 (51 points), or weapon 28 (54 points). **g.** "L" equipment installed in 1978 = 50 points. **h.** "S" equipment added on PT76B, used only by the Soviet Union = 39 points. **i.** "J" weapon position has an elevation/depression of "19/14". This coaxial weapon may engage a separate hex from the main gun. "LPS" equipment installed in 1980, called the AMX30B = 83 points. The AMX30S has "D4ILN" equipment = 80 points. **j.** Add " + 50" to a die roll for the reliability number whenever hit by "H" ammunition. **k.** "L" equipment installed in 1973 (Mk. 2/3 = 105 points). "P" equipment installed in 1982 (Mks. 5 – 8 = 106 points). **m.** "LPS" equipment installed in 1975 – 1977 = Leopard1A1A1, Leopard1A3, and Leopard1A4 = 91 points. **n.** Crewman 10 operates "H" weapon position, crewman 12 operates "I" weapon position. In the M1E1 (1985), weapon 34 replaces weapon 29 = 129 points. **p.** In M47E or M47M, the engine is "4" instead of "6". The M47E also has "E" equipment. Weapon 1 in position "B" and crewman 3 were removed on most vehicles in use by the early 70s = 73 points. **q.** M48A5 (mid to late 70s conversion): weapon 29 replaces weapon 26, add "NS" equipment = 90 points. In 1978, add "LP" equipment = 93 points. **r.** M60A3 (1978): Add "D8ELP" equipment = 97 points. Also (1978), add "D6LP" equipment to M60A2 = 81 points. **s.** Crewman 10 operates the first "H" weapon, crewman 12 operates the second "H" weapon. Subtract "2" from the blast number when penetrated from F or FS directions. **t.** Add " + 30" to the die roll for the reliability number whenever hit by "H" ammunition. **u.** Weapon 30 may not be fired if the vehicle is turned or enters a new hex during the Impulse Phase. Crewman 3 is also the "D" and "J" positions gunner/loader. "L" equipment installed in 1982 = 92 points. **v.** The T55 has no "H" weapon position. The "B" weapon position was removed from virtually all T54s and T55s by the early 70s = 77/69 points. About 1980, some Soviet (only) vehicles had "L" equipment installed = 79/71 points. **w.** T62 has no "H" weapon position. "L" equipment installed in only Soviet vehicles in 1978 – 1980 = 82/91 points. **x.** "L" equipment installed in only Soviet vehicles in 1978 = 102 points. **y.** Add " + 20" to the die roll for the reliability number whenever hit by "H" ammunition. **z.** "L" equipment installed in 1980 – 1981 = 91 points. **aa.** Add "P" equipment in 1983 = 24 points. **bb.** Both crewmen 15s are gunner/loaders for one of the weapon 42s. **cc.** Crews: 2, 7, 12 (20mm), 2, 9, 11, 12 (90mm); El/Dep: 20/14 (20mm), 18/14 (90mm); HT/LGTH: 2/ – (20mm), 2/x (90mm); Points: 33 (20mm), 43 (90mm). **dd.** Both crewmen 15s are gunner/loaders for two of the weapon 39s. **ee.** Crewman 7 operates the "C" weapon position, crewman 15 is gunner/loader for the "F" weapon position. **ff.** 9 points with weapon 1 or 3, 13 points with weapon 2, 5 points unarmed. **gg.** 24 points with weapon 22, 34 points with weapon 31 or 32, 5 points unarmed. **hh.** 13 points with weapon 36 or 37, 15 points with weapon 39, 40, 42, or 43, 5 points unarmed. All were introduced during the 70s. **ii.** 23 points with weapon 22, 33 points with weapon 31 or 32, 4 points unarmed. **D:** Smoke Projector. **E:** Smoke Generator. **I:** Infrared Nightsights. **L:** Laser Sights. **N:** NBC Protection. **P:** Passive Nightsights. **S:** Gun Stabilizer.

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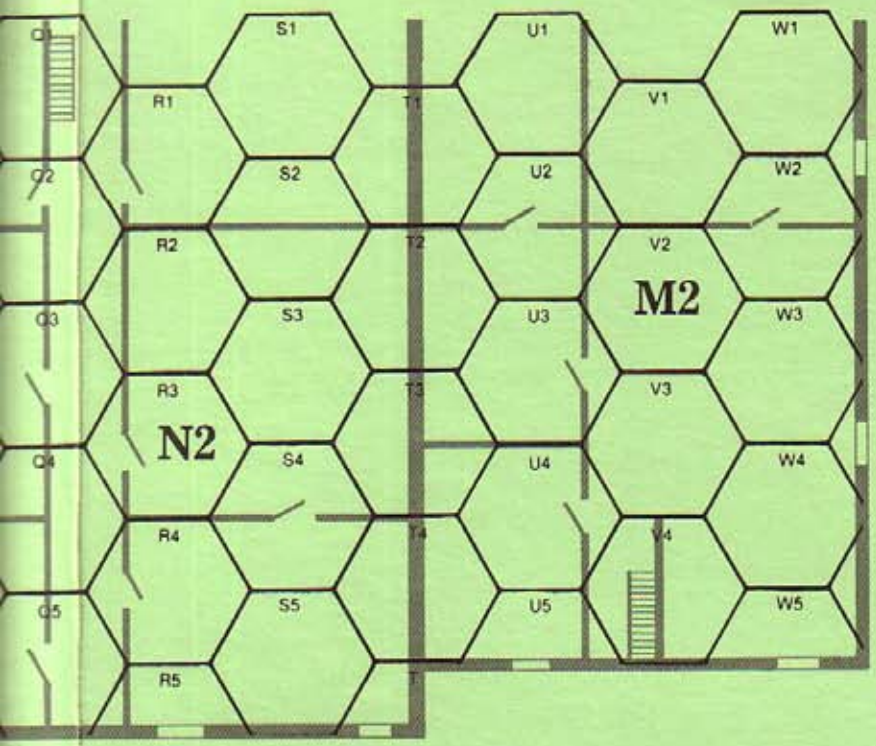

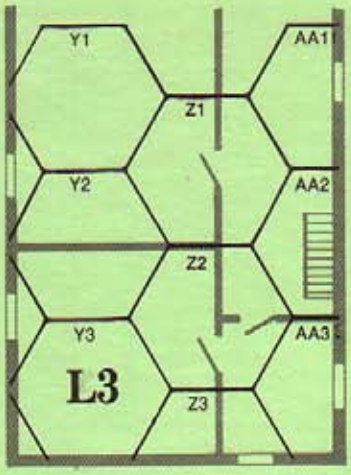

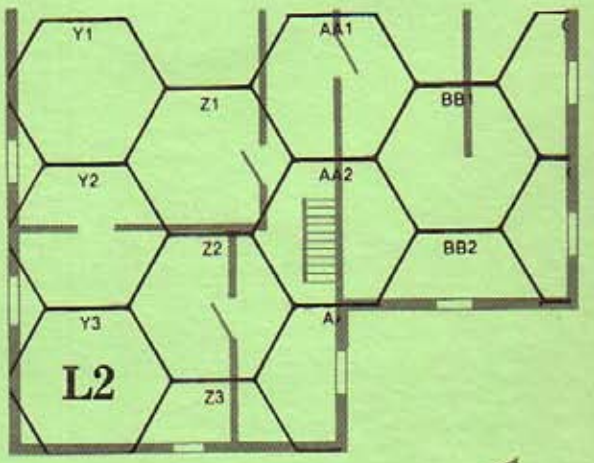

FIREPOWER
Building Card

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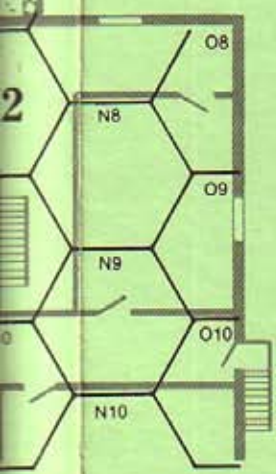

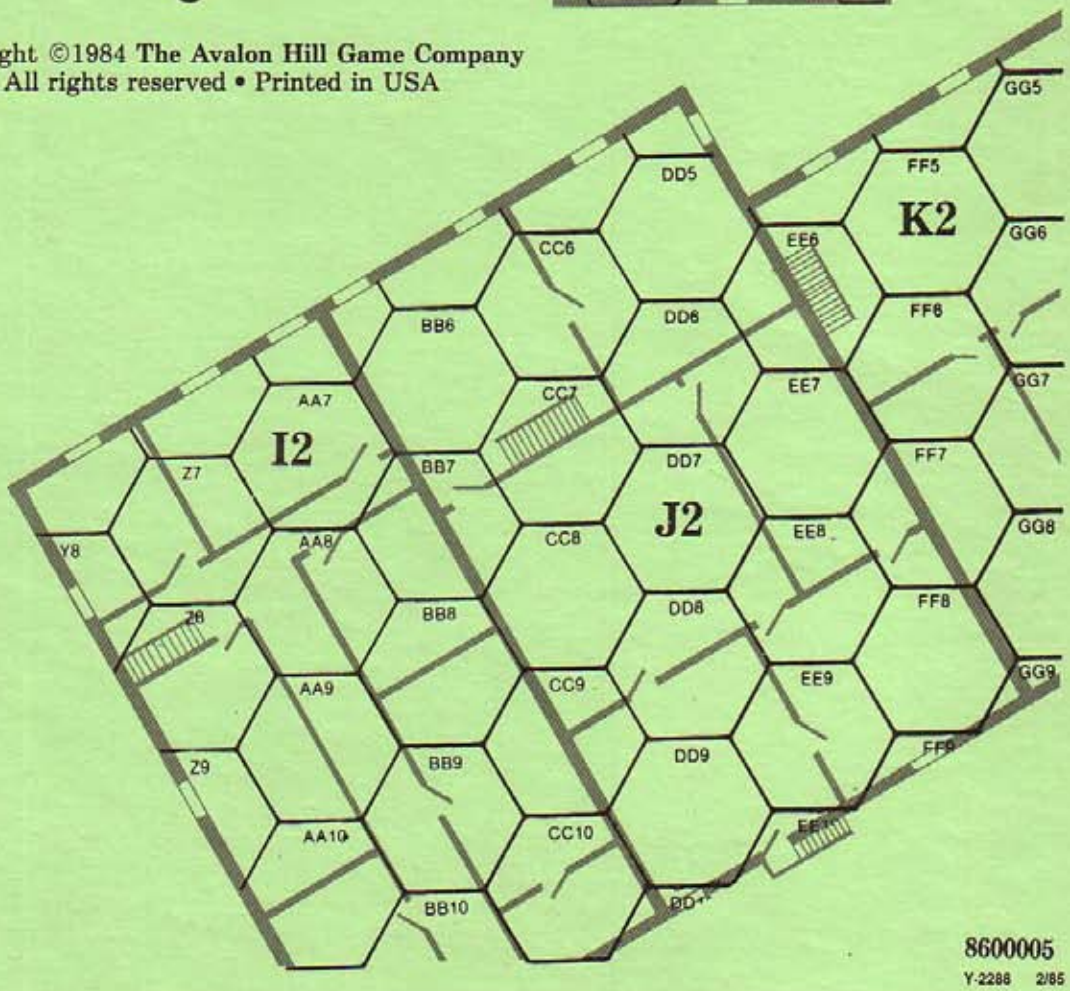

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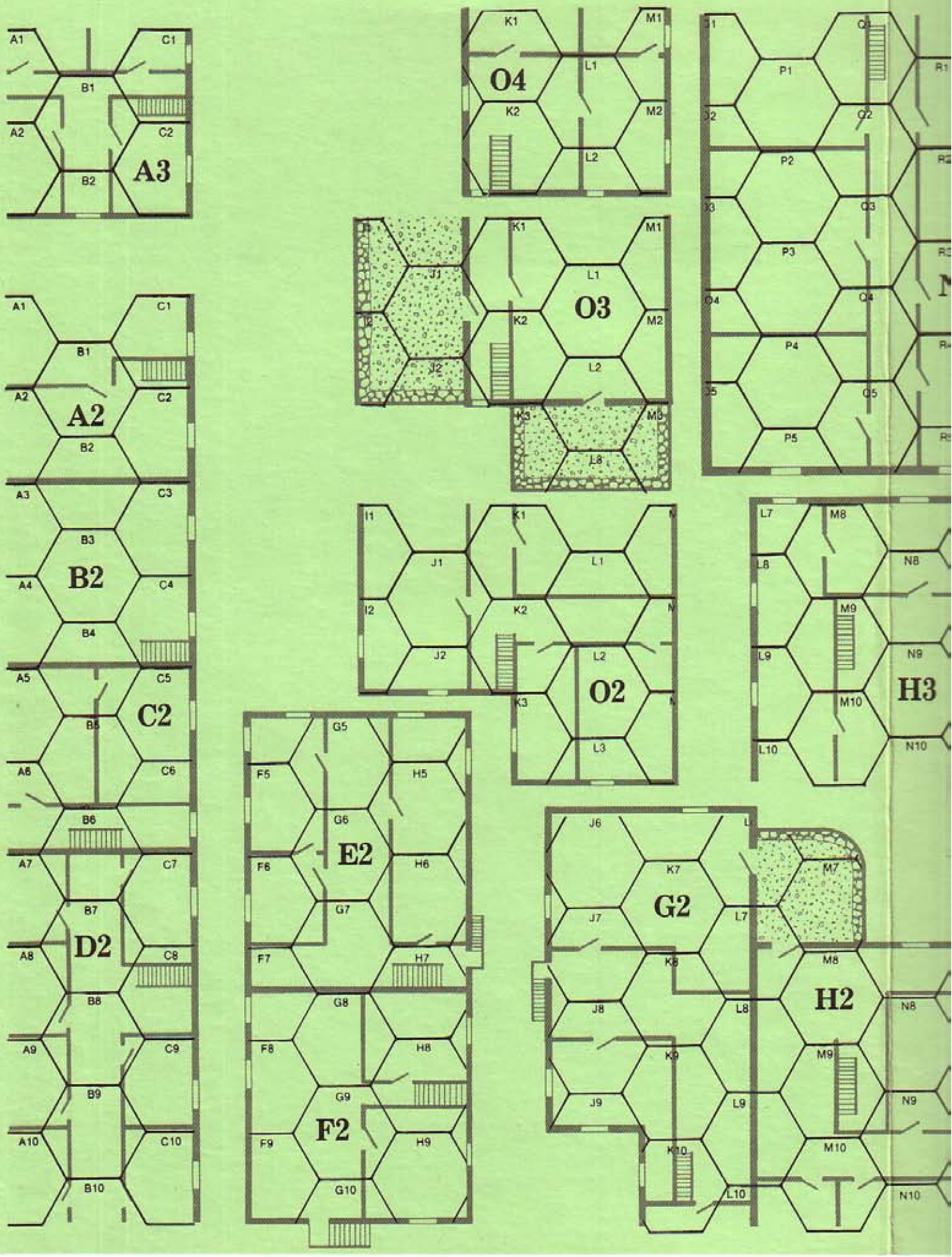

A3
A1 B1 C1 A2 B2 C2
O4
K1 L1 M1 K2 L2 M2
P1 P2 P3 P4 P5
Q1 Q2 Q3 Q4 Q5
R1 R2 R3 R4 R5
O3
J1 J2 K1 K2 K3 L1 L2 L8 M1 M2 M3
A2
A1 B1 C1 A2 B2 C2 A3 B3 C3 A4 B4 C4
B2
C2
A5 B5 C5 A6 B6 C6
D2
A7 B7 C7 A8 B8 C8 A9 B9 C9 A10 B10 C10
O2
I1 J1 K1 L1 I2 J2 K2 L2 K3 L3
H3
L7 M8 N8 L8 M9 N9 L9 M10 N10 L10
E2
F5 G5 H5 F6 G6 H6 F7 G7 H7
F2
F8 G8 H8 F9 G9 H9 G10
G2
J6 K7 L7 J7 K8 L8 J8 K9 L9 J9 K10 L10
H2
M7 M8 N8 M9 N9 M10 N10

LEG MOVEMENT FACTOR EXPENDITURE CHART (11.1.)

TYPE OF ACTION	MOVEMENT COST		
	STAND	CROUCH	PRONE
Enter a new hex.	1ab	2ab	3abc
Turn 1-3 hexsides in a hex.	1	1	1
Cross fence or window (maximum 4/window).	1a	1a	P
Cross hedge.	1a	1a	1a
Cross door.	0	0	0
Cross 1-3 height hexside (up *or* down).	1ab	1ab	1ab
Cross 4-7 height hexside (up *or* down).	2ab	2ab	2ab
Cross 8-10 height hexside (up *or* down). d	3ab	3ab	3ab
Prone to Stand or vice-versa.	1	—	2
Prone to Crouch or vice-versa.	—	1	1
Crouch to Stand or vice-versa.	1	1	1
Acquire or Discard.	2	2	2
Fire weapons (Combat).	2	2	2
Melee (Combat).	1	1	1
Fire Guided Missile. e	All	All	All
Up or down one flight of stairs.	1ab	1a	2a
Open or close door or window.	2	2	3
Break open closed door, hatch, or window attempt.	3	3	4
Climb 1 height (anything but fence or wall).	1 (UP)	P	P
Climb 1 height (fence or wall).	2 (UP)	P	P
Plot Loading or Unloading (written). e	All	All	All
Detonate mine or arm satchel charge.	All	All	All
Jumping down into same or new hex (OP.15.1)	1	1	P
Plot written Combat orders (OP.16.5). e	All	All	All
Sighting attempt (OP.18.2).	1	1	1
Remote observation (OP.20.1) (written). e	All	All	All
Surrender call (OP.25.2). e	All	All	All

ACTION NOTES:

a. Double if backing, fording (48" Stand, 24" Crouch), or entering or in an abatis hex. Prohibited to enter wire or double wire hex.
b. +1 in snow or mud. For mud, ignore on paved hexes, while fording, or indoors. For snow, ignore indoors or while fording.
c. Posture and cost for swimming.
d. Over 10 heights *must* be climbed up *or* down.
e. May not be done while marked with a status unit.

P = Prohibited. — = Does not apply.

GENERAL NOTES ON ACTIONS:

1) Normal movement factors are "4" for soldiers, "5" for leaders (may enter no more than four new hexes).
2) Suppression reduces the maximum movement factor by "1", Pin (OP.16.6) reduces it by "2", and every 10 points of equipment reduces it by "1" (OP.15.2).
3) One Impulse may include only *one* Combat Action per soldier.
4) A maximum of 4 soldiers/side inside a foxhole, tunnel hex, or pillbox and 8 soldiers/side inside a bunker or tower.
5) No more than one soldier per side may climb a single tree—the maximum height that can be climbed is "2" heights less than the tree's maximum height.
6) (OP.22.1.6) Reflex number of "6+" required to climb a tree, "8+" to climb a wall or high ("3" or more heights) fence.
7) (OP.23.3) Carrying a wounded soldier reduces movement factors by "2" if one is carrying, by "1" if two are carrying.

GAME CARD

MELEE CHART (13)

The basic melee hit number is "5". If the hit number or less is rolled, the attacker wins. If the hit number is exceeded, the defender wins. No melee is possible unless at the same heights, and not through closed doors, windows, or hatches, any loopholes, or wall or fences higher than all soldiers.

MELEE MODIFIERS

−2/+2:	Per additional attacker or defender.
−1/+1:	Crouching attacker or defender.
+2/−2:	Prone attacker or defender.
−3:	Vs. rear of all defenders.
+3/−3:	Attacker or defender Stunned/Inactive/Unarmed.
+1/−1:	Attacking up or down.
−1/+1:	Attacker or defender only has bayonet.
+1/−1:	Attacker or defender has "W" strength (OP.22.1.3.1).
−1/+1:	Attacker or defender has "S" or "V" strength (OP.22.1.3.3 and 22.1.3.4)

VEHICLE SMOKE PROJECTORS (OP.19.1.8)

Target hexes must be 6 hexes from the firing hex.

MORALE CHARTS

SEQUENCE UNIT REDUCTION CHART

NUMBER SOLDIERS AT START	NO. OF SEQUENCE UNITS AT START			
	3	4	5	6
1-4	1/2	1/3	1/3	1/3
5-8	1/1	1/1	1/1	1/1
9-12	2/1	2/1	2/1	2/1
13-16	3/1	2/1	2/1	2/1
17+	3/1	3/1	3/1	3/1

Left number is the number of soldiers lost, right number is the number of sequence units lost as a result of the loss of soldiers.

CHARACTERISTICS TABLE (OP.22.1)

DIE ROLL	SPEED	STRENGTH	CONSTITUTION	EYESIGHT	REFLEXES	DRIVING	SWIMMING	EXPERIENCE	MOTIVATION	SKILL
1	3	W	I	+1	1	T	Yes	1	1	+1
2	4	W	I	0	2	MW	Yes	2	2	+1
3	4	N	I	0	3	W	Yes	3	3	+1
4	4	N	II	0	4	W	Yes	4	4	0
5	4	N	II	0	5	W	No	5	5	0
6	4	N	III	0	7	W	No	6	6	0
7	4	N	III	0	7	W	No	7	7	0
8	4	N	III	0	8	No	No	8	8	0
9	5	S	IV	0	9	No	No	9	9	0
10	5	V	V	−1	9	No	No	10	9	−1
MOD	—	—	a	—	—	b	c	de	f	g

MODIFIERS: Treat less than "1" as "1", and over "10" as "10".

a. "+1" if strength is "S" or "V".
b. "−2" if developed nation, "+1" if undeveloped nation.
c. "−2" for Marines, Commandos, or other special forces.
d. "−1"/2 battles survived (22.2.1). Re-roll motivation after any rise.
e.

EXPERIENCE	NO. SKILL COLUMNS
1-2	4
3-4	5
5-6	6
7-8	7
9+	8

f. "−1" if experience is "1-2", "+1" if experience is "8-10". "+1" for a promotion (22.1.13).
g. "−1" if experience is "1-3", "+1 if experience is "9+". "+1" for own country's weapons, "−1" for other weapons.

SEQUENCE OF PLAY WITH ALL OPTIONS

1) FIRE PHASE (OP.21).
2) MORALE PHASE (OP.24).
3) MIX SEQUENCE UNITS PHASE.
4) IMPULSE PHASES.
   a) Remove own speed units (before).
   b) Remove opposing Suppressed units (before).
   c) Change own Stunned to Suppressed, or, if OP.16.6 is used, change own Inactive to Stunned, own Stunned to Pinned, and own Pinned to Suppressed (after).
5) TURN RECORD PHASE.
   a) Remove all illumination units.
   b) Remove smoke units not started this Turn.
   c) Advance the Turn Record into the next box.

RALE CHARTS (OP.24)

CHART		PANIC CHART			
JENCE TART		SEQUENCE UNIT REDUCTION	NO. OF SEQUENCE UNITS AT START			
	6		3	4	5	6
3	1/3	1	7	8	8	9
1	1/1	2	4	5	6	7
1	2/1	3	—	3	4	5
1	2/1	4	—	—	2	4
1	3/1	5	—	—	—	2

ber of is the st as a

If the die roll exceeds the panic number, the soldiers will panic during the entire Turn. Modify die roll by "−1" for defenders and by "+1" for squads that have lost all leaders.

JUMPING ATTEMPT CHART (OP.15.1)

Jumping soldier is eliminated if the modified die roll is "16+", and Stunned if it is "10+". A modifier of "+2" applies for each height. A "+5" modifier applies when "falling" (OP.23.1.3).

JUMP IMPACT TABLE (OP.15.1.3)

DIE NO.	SOLDIERS IN THE HEX	
	FRIEND	FOE
1-4	N.E.	N.E.
5-6	N.E.	Stun
7	Stun	Stun
8	Stun	Elim.
9+	Elim.	Elim.

VEHICLE RUN DOWN SOLDIER (OP.19.5)

Vehicle must be moving at speed increment of "S" or faster. Soldier must roll "5" or less (or reflex number or less—see OP.22.1.65) to avoid.

GRENADE RETURN THROW (OP.16.1)

Only vs. Fuse hand grenades. Successful if "2" ("3" if reflex numer is "8+"—see OP.22.1.6) or less is rolled. Modify the blast number by "−2" if the attempt fails.

BREAKING ATTEMPTS TABLE (11.1.10)

A roll of "1" breaks open a bunker or pillbox door, a roll of "3" or less breaks open a building door, and a roll of "4" or less breaks open a window or vehicle hatch (OP.19.4.3). May be modified by strength (OP.22.1.3).

CREW LOSS EFFECTS CHART (10.1.2)

1) Each crewman less than the listed number reduces speed "1".

2) Automatic fire crew weapons with only one crewman left may fire only one burst.

3) For all but "L" crew weapons, a reduction to one crewman requires an extra Impulse of loading.

FIRE CHART (OP.21)

STARTING TERRAIN FIRES: A "1" or less for "G" or "H", "4" or less for "F" or "W".

SPREADING TERRAIN FIRES: If "7" or more, no spread. If "1-6", spread is in that direction. Spreads three heights every Turn.

STARTING VEHICLE FIRES: Roll again for a gun ("3" or less), or engine (see VEHICLE CHARTS).

SPREADING VEHICLE FIRES: Spread per Turn: Inside to exterior to hex, followed by normal terrain spread.

FIRE EFFECTS: "6" blast hit, "1" penetration. No status effects.

VEHICLE MOVEMENT FACTOR EXPENDITURE CHART (OP.19.2)

TYPE OF ACTION	MOVEMENT COST		
	FULL TRACK (T)	MULTI WHEEL (MW)	WHEEL (W)
Enter a new clear hex.	2ab	3ab	3ac
Enter a new paved or bridge hex.	1d	1ae	1ae
Enter a new rough, rubble, or water (fording) hex.	10ab	14ac	16ac
Enter a new water hex with amphibious vehicle.	1a	1a	1a
Enter a new scrub or abatis hex.	3ab	4ab	5ac
Enter a new ditch, block, bunker or pillbox hex.	P	P	P
Enter a new smoke hex.	+2	+2	+2
Enter a new tree or tower hex (topple).	7ab	9ab	P
Enter a new wire or hedge hex (crush).	3abf	4abg	5abg
Enter a new bamboo or wood wall or fence hex (smash).	4ah	6ah	8ah
Enter a new log wall, fence or roadblock hex (smash).	6ah	10ah	P
Enter a new stump hex (smash).	7a	12a	P
Enter a new brick, mud, concrete or stone wall, well or fence hex (smash).	8ahi	P	P
Cross one height hexside (up or down. m	1a	1a	2a
Cross two height hexside (up or down. m	2ab	3ab	4ac
Cross three height hexside (up or down. m	3ab	5ac	6ac
Cross four height hexside (up or down). m	5ab	7ac	9ac
Fire "L" weapon or smoke device (Combat).	2	2	2
Fire any main gun (non-"L" or MSL) weapon (Combat).	4	4	4
Fire any missile weapon (Combat). k	All	All	All
Turn vehicle one hexside in a hex. j	3b	2c	2c
Turn turret one hexside.	1	1	1
Plot Loading or Unloading (written). k	4	4	4
Plot written Combat orders (OP.16.5) (per weapon). k	4	4	4
Sighting attempt (OP.18.1).	1	1	1
Remote observation (OP.20.1) (written). k	4	4	4
Surrender call (OP.25.2). k	4	4	4

ACTION NOTES:

a. Double if backing. b. +4 snow, sand or mud. c. +6 snow, sand or mud. d. +2 snow.
e. +4 snow. f. Double for a double wire hex.
g. Prohibited to enter wire or double wire hex.
h. Prohibited if over "2" heights and vehicle is open-topped.
i. Expenditure given is for 8 terrain values (see OP.19.2.7.5).
j. LGV also expends movement factors to turn into the rear hex.
k. May not be done while marked with a status unit.
m. May not cross hexside if either hex contains a cave.

GENERAL NOTES ON ACTIONS:

1) Soldiers may not be climbed onto or off of a vehicle whose movement factor expenditure exceeds the soldier's maximum movement factor.
2) A track hit reduces movement factors that can be used to enter hexes by one-half (round down for odd numbers) for "MW" and "W" vehicles. Track hits on "T" vehicles make entering new hexes impossible, as does a second track hit on "MW" or "W" vehicles.
3.) Crewmen may be shifted from Crew Box to Crew Box if they are used to perform no other Actions. Posture may be changed as part of a shift.

BLAST EFFECTS ON VEHICLES CHART (OP.19.3.2-19.3.4)(AFGHW)

INSIDE VEHICLE BLAST: Check the blast hit number against all soldiers inside the vehicle, all vehicle weapons and the smoke projectors, engine, stabilizer, radio, and gun sights (laser and any nightsight equipment). A penetrated vehicle loses its NBC protection.

ON VEHICLE BLAST: Check the blast hit number against all soldiers in the hex but not inside the vehicle, the gun sights (laser and any nightsight equipment), the radio, the smoke projectors, and, for "F" and "W" only, check the engine using the penetration number as the blast hit number.

IN VEHICLE HEX: Check the blast hit number against all soldiers in the hex but not inside the vehicle and the tracks (if penetration number is large enough).

VEHICLE TERRAIN DESTRUCTION (OP.19.2.1.2.1)

TERRAIN VALUE	VEHICLE WEIGHT IN TONS						
	1-10	11-20	21-30	31-40	41-50	51-60	61+
1	3	3	2	2	1	1	1
2	4	3	2	2	1	1	1
3	5	4	3	3	2	1	1
4-5	6	4	3	3	2	2	1
6-8	6	5	4	4	3	2	2
9+	7	6	5	4	3	2	2

If the damage number or less is rolled, a track hit results. If a gun faces the terrain and the terrain is at least as high as the gun, the gun is also destroyed (with no chance of fire). "Smash" debris hits on "2" or less—modify "−1" height.

BRIDGE CROSSING TABLES (OP.19.2.1.2.2)

BRIDGE CAPACITY	VEHICLE WEIGHT IN TONS						
	1-10	11-20	21-30	31-40	41-50	51-60	61+
1-10	0	+4	+5	+6	+7	+8	+9
11-20	−1	0	+4	+5	+6	+7	+8
21-30	−4	−1	0	+4	+5	+6	+7
31-40	−5	−4	−1	0	+4	+5	+6
41-50	−6	−5	−4	−1	0	+4	+5
51-60	−7	−6	−5	−4	−1	0	+4
61+	−8	−7	−6	−5	−4	−1	0

If the damage number or less is rolled, the bridge is destroyed and collapses under the vehicle. A die roll modifier of "−1" applies for each number of reduction in the bridges terrain value due to damage. A destroyed bridge automatically collapses. A collapsing bridge automatically destroys the vehicle's tracks and any "X" length weapon. Falling soldiers are treated as if they "jump" with an extra "+5" modifier.

Y-2288 2/85

FIRING, BLAST, AND SIGHTING MODIFIERS CHART (12.2)

A = Armor-piercing. **B** = Blast. **C** = Canister. **F** = Flame. **G** = General purpose.
H = Armor-piercing (shaped). **L** = Light (small arms). **M** = Smoke. **S** = Sighting.
~~**U** = White phosphorus.~~ **U** = Illumination **W** = White Phosphorus + Chemical

ACFGHLMUW	? :	Firing posture (see WEAPON CHARTS).
ACFGHLMSUW	+1/+2:	Firing or Sighting unit is Suppressed/Pinned.
ABCHLS	+2 :	Target has loophole (in bunker, building, sandbagged tower or pillbox. Not apply to "F" or "W" blasts.
ABCHLS	+1 :	Target in cover [block, climbed (wall, fence, or hill), door, window, or cave, fence or roadblock, foxhole or trench, rough or rubble, standing in open hatch, shield, stump, tree or well (in the right directions), tower (if not sandbagged)]. Not apply to "F" or "W" blasts.
AHLS	+1 :	Target in concealment [loophole, cave, penetrable cover (including totally inside vehicle), fording or swimming, foxhole or trench, hedge, building or tunnel, scrub or tree].
BCLS	+1/+2:	Target is Crouching/Prone. Not apply to "F" or "W" blast.
ABCFGLMSW	+1 :	Per tree hex in line of sight ("H" may not fire through).
ACFGLMSW	+1 :	Per hedge hex in line of sight ("H" may not fire through).
ACFGHLMSW	+2/+3:	Per smoke hex in line of sight ("5" heights). One less with PNS—see (OP.16.7.2.2.1).
B	+1 :	Per height difference from impact location.
AHL	−1/−2:	Using scope ("L")/laser sight ("A" and "H").
AFGHMW	−1 :	Per height of wall, fence, or roadblock.
AGHLMSUW	+1/+2:	Observation Conditions "2"/"3".
AGHMUW	−2 :	Per impulse of adjusted fire (LCW, MRT and MGN only) (OP.16.2.1).
L	+1 :	Fire at Prone from above ("6" heights—OP.16.2.2).
B	−2 :	Confined space explosion (OP.16.2.3).
L	+2 :	Increased rate of fire used (OP.16.3.2).
AGHLSW	−2 :	PNS firing at target with NST (OP.16.7.2.2).
BCL	+1 :	Target Standing behind "2" height cover (OP.16.9).
S	−2 :	Using binoculars (OP.18.2.6.1).
S	−3 :	Any hex that fired during previous Impulse Phase (OP.18.2.6.2).
S	−2 :	Target unit is a vehicle (OP.18.2.6.3).
AH	? :	Given target size (see VEHICLE CHARTS) (OP.19.1.5).
ALH	+3 :	Fire at specific vehicle location (crew, engine, track) (OP.19.3.5).
ACFGHLMSUW	+2 :	Gun sights hit (OP.19.3.8—also ends sight modifiers).
S	−1/+1:	Eyesight (OP.22.1.5).
AFGHLMUW	−1/+1:	Skill (OP.22.1.11).
ABCHLS	+1 :	Per height of vehicle cover—tracks cannot be hit (OP.23.5).

NOTE: When "H" is used as "G", its blast number is ½ normal (round down) (12.3.5.2).

HIT LOCATION TABLES (1

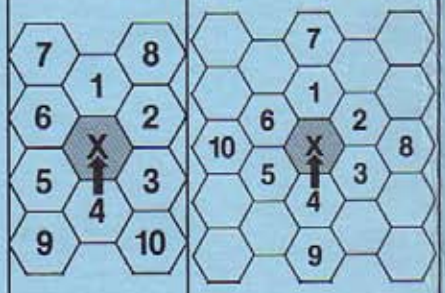
Treat rolls of less than "1" as "1", rolls of ov

TYPE OF TARGET	HIT LOCATIONS
Two sides (G).	1-5: Side 1; 6+: Side 2
Three sides or LGV (G).	1-3: Side 1; 4-6: Side 2; 7-9: Side 3; 10: Roll ag
Four sides (G).	1-2: Side 1; 3-4: Side 2; 5-6: Side 3; 7-8: Side 4; 9+: Roll again.
Into shallow foxhole (G).	1-3: In; 4+: Hex.
Into deep foxhole (G).	1-2: In; 3+: Hex.
Into ditch (G).	Automatic.
Into trench or crater (G).	1-4: In; 5+: Hex.
Through door or cave (FGW).	1-4: Through; 5+: Hex.
Through window (FGW).	1-3: Through; 4+: Hex.
Through loophole (FGW).	1: Through; 2+: Hex.
(OP.19.3.1) Large vehicle (G). b	1-8: Vehicle; 9+: Hex.
(OP.19.3.1) Small vehicle (G). b	1-6: Vehicle; 7+: Hex.
(OP.19.3.1) Through open hatch (AGHL).	1: Inside; 2+: Vehicle.
(OP.19.3.1) Through open top A (AGHL).	1-4: Inside; 5+: Vehicl
(OP.19.3.1) Through open top B (AGHL).	1-5: Inside; 6+: Vehicl

a. Modifiers can be "+", if desired. b. "F" or "W" automa
cle. c. Roll again for side of hex around the vehicle.

SPREAD DIAGRAMS (GMUW)

HGN | MRT or RGN | GLR,L



COVER EFF

EFFECTIVE COVE TYPE OR HEIGH
1 Height (window, s shallow foxhole, blo open hatch, well, et
2 Heights (deep fox some fences, etc.)
Rough Rubble.
Tree, door, cave.
Loophole, porthole.
A: Arm. B: Body.
The listed wounds s when using the give

LINE OF SIGHT CHART (12.1)

EL/DEP LINE	HEIGHT DIFFERENCES 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	EL/DEP LINE
1	50	48-100	72-100	95-100	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	1
2	24	33-47	48-71	64-94	80-100	95-100	------	------	------	------	------	------	------	------	------	------	------	------	------	------	2
3	16	25-32	36-47	48-63	60-79	72-95	83-100	95-100	------	------	------	------	------	------	------	------	------	------	------	------	3
4	12	20-24	29-35	38-47	48-59	57-71	66-82	75-94	85-100	94-100	------	------	------	------	------	------	------	------	------	------	4
5	9	16-19	24-28	32-37	39-47	47-56	55-65	63-74	70-84	78-93	86-100	93-100	------	------	------	------	------	------	------	------	5
6	8	14-15	21-23	27-31	34-38	40-46	47-54	53-62	60-69	67-77	73-85	80-92	86-100	93-100	99-100	------	------	------	------	------	6
7	7	12-13	18-20	24-26	30-33	35-39	41-46	47-52	52-59	58-66	64-72	70-79	75-85	81-92	87-98	92-100	98-100	------	------	------	7
8	6	10-11	15-17	19-23	24-29	29-34	33-40	38-46	42-51	47-57	52-63	56-69	61-74	65-80	70-86	75-91	79-97	84-100	88-100	93-100	8
9	5	9	13-14	16-18	20-23	24-28	28-32	32-37	36-41	39-46	43-51	47-55	51-60	55-64	59-69	62-74	66-78	70-83	74-87	78-92	9
10	4	7-8	10-12	12-15	15-19	18-23	21-27	24-31	27-35	30-38	32-42	35-46	38-50	41-54	44-58	47-61	50-65	52-69	55-73	58-77	10
11	3	6	8-9	10-11	13-14	15-17	17-20	19-23	22-26	24-29	26-31	29-34	31-37	33-40	36-43	38-46	40-49	42-51	45-54	47-57	11
12	2	5	6-7	8-9	10-12	12-14	13-16	15-18	17-21	19-23	20-25	22-28	24-30	26-32	27-35	29-37	31-39	33-41	34-44	36-46	12
13	2	4	5	6-7	8-9	9-11	10-12	12-14	13-16	14-18	16-19	17-21	18-23	20-25	21-26	22-28	24-30	25-32	26-33	28-35	13
14	1	3	4	5	6-7	7-8	9	10-11	11-12	12-13	13-15	14-16	16-17	16-19	17-20	18-21	19-23	20-24	22-25	23-27	14
15	1	2	3	4	5	6	7-8	8-9	9-10	10-11	11-12	12-13	13-14	14-15	15-16	15-17	16-18	17-19	18-21	19-22	15
16	1	2	3	4	4	5	6	6-7	7-8	8-9	8-10	9-11	9-12	10-13	11-14	11-14	12-15	13-16	13-17	14-18	16
17	1	1	2	3	3	4	4-5	4-5	5-6	5-7	6-7	6-8	6-8	7-9	7-10	8-10	8-11	9-12	9-12	9-13	17
18	1	1	1	2	2	3	3	3	4	4	4-5	4-5	5	5-6	5-6	5-7	6-7	6-8	6-8	7-8	18
19	1	1	1	1	1	2	2	2	3	3	3	3	3-4	3-4	4	4	4-5	4-5	4-5	4-6	19
20	1	1	1	1	1	1	1	1	1-2	1-2	1-2	1-2	1-2	1-2	1-3	1-3	1-3	1-3	1-3	1-3	20

1) If the obstacle is higher than both firing unit and target, the line of sight is blocked.

2) If the obstacle is equal to one and higher than the other, the line of sight is blocked.

3) If the obstacle is lower than or equal to both, the line of sight is not blocked.

4) If the obstacle is higher than one, but lower than the other, a line of sight check is made:

a) Determine height differences between firer and target. Find that column, and find the range from firer to target.

b) On that line, move left until the column with the height difference of higher to obstacle is found. The highest number there is the maximum range from the higher to the obstacle that will not block line of sight.

GUN ELEVATION/DEPRESSION (OP.19.1.12.8)

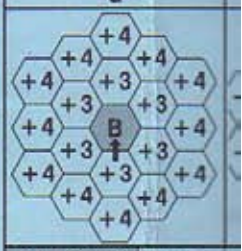
Crossgrid the Elevation/Depression line with the height difference. The highest number found is minimum range at which firing is possible.

DEFILADE COVER (OP.23.4)

Check the line of sight for all heights of the target to see if some are blocked while others are not.

BLAST "5" OR

"G"



CANISTER (12.3.2)	Range
	Mod

Illumination shells in

ON TABLES (12.7)

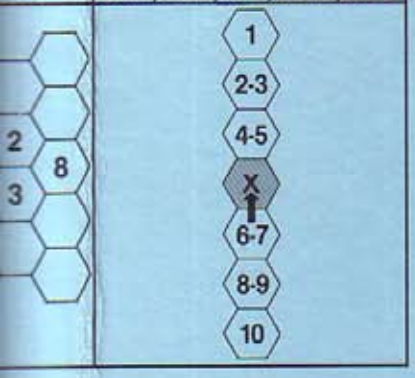
as "1", rolls of over "10" as "10".

HIT LOCATIONS	MODIFIERS a
Side 1; 6+: Side 2.	
Side 1; 4-6: Side 2; Side 3; 10: Roll again.	"– 2" if range is 1-3 hexes.
Side 1; 3-4: Side 2; Side 3; 7-8: Side 4; Roll again.	
In; 4+: Hex.	"–3" if range is 1 hex. "–1" if range is 2-3 hexes.
In; 3+: Hex.	
matic.	
In; 5+: Hex.	
Through; 5+: Hex.	Same hex: Auto. 1 hex: "–2". +1/ ht. diff.
Through; 4+: Hex.	
hrough; 2+: Hex.	
Vehicle; 9+: Hex. c	1 hex: "–3". 2 hexes: "–2". 3 hexes: "–1". Same hex: Auto.
Vehicle; 7+: Hex. c	
side; 2+: Vehicle.	
Inside; 5+: Vehicle.	
Inside; 6+: Vehicle.	

F" or "W" automatically hits both hex and vehi- the vehicle.

RAMS (GMUW) (12.3)

IGN	GLR,LCW,LPL,MGN,MPL



COVER EFFECTS CHART (OP.23.2)

EFFECTIVE COVER TYPE OR HEIGHT	TARGET POSTURE: STAND OR UP	CROUCH	PRONE
Height (window, stump, allow foxhole, block, en hatch, well, etc.)	GL	BGL	None
Heights (deep foxhole, me fences, etc.)	BGL	None	None
ugh Rubble.	L	GL	BGL
ee, door, cave.	GL	GL	BGL
oophole, porthole.	ABCGL	ABCGL	ABCGL

A: Arm. B: Body. C: Chest. G: Groin. L: Leg.

he listed wounds show the locations that are not hit hen using the given cover.

VEHICLE WEAPON POSITION CHARTS (OP.19.1.12)

POSITION	PLAY	ELEV	DEPR	HEIGHT	LGV LOC	POST
A. Forward Turret a.	1-6	5	5	b.	Front	Crouch
B. Bow Fixed Forward a.	1	17	10	Mgn. H. –1	Front	Crouch
C. Forward Open c.	1-6	35	17	V. Ht. +1	Front	Stand
D. Forward Cupola/Remote a.	1-6	17	15	V. Ht. +1	Front	Crouch
E. Forward with Shield c.	1-6	35	17	V. Ht. +1	Front	Stand
F. Left with Shield c.	4-6	20	17	V. Ht. +1	Rear	Stand
G. Right with Shield c.	2-4	20	17	V. Ht. +1	Rear	Stand
H. Turret Top Open c.	1-6	20	17	V. Ht. +1	d.	Stand
I. Turret Top Cpl./Rem. a.	1-6	17	10	V. Ht. +1	d.	Crouch
J. Coaxial a.	e.	e.	e.	e.	e.	Crouch
K. Center/Rear Turret a.	1-6	5	5	b.	Rear	Crouch
L. Rear Open c.	2-6	20	17	V. Ht. +1	Rear	Stand
M. Rear Cupola/Remote a.	3-6	17	15	V. Ht. +1	Rear	Crouch
N. Mortar	1	20	20	Vt. Ht.	Rear	Crouch
Smoke Projectors	g.	20	20	V. Ht.	d.	Crouch

a. Fire "L" weapons like a bipod machinegun. b. Given in VEHICLE CHARTS. c. Fire "L" weapons like a tripod machinegun. d. Front if there is a forward turret or no turret, Rear if there is a center/rear turret. e. Same as the main gun. NOTE: Open or Shield weapons may be operated by passengers on top of the vehicle if their height matches the weapon's height. Shields have "2" armor basis to the direction faced, and cupolas have "2" armor basis in all directions.

SIGHTING CHART (OP.18.2)

OBSERVATION CONDITIONS	SIGHTING UNIT	RANGE IN HEXES: 1-20	21-40	41-60	61-80	81+
1 Excellent	Normal	10	9	8	7	6
	Buttoned	6	5	4	3	2
2 Reduced	Normal	8	7	6	5	4
	Buttoned	4	3	2	1	0
3 Poor	Normal	6	5	4	3	2
	Buttoned	2	1	0	–1	–2
Exact Information		4	4	3	3	2

Conditions 2 or 3 improved by one if night sights are used.

MOVEMENT MODIFIERS CHART (A,H,L,S*) (12.2.12)

FIRING UNIT MOVEMENT FACTORS EXPENDED	TARGET UNIT HEXES ENTERED: 1-3	4-6 (R)	7-9 (S)	10-12 (M)	13+ (F)
0	0	+2	+2	+3	+4
1	+1	+3	+4	+5	+6
2	+2	+4	+5	+6	+7
3-4	+3	+5	+6	+7	+8
5-6	+4	+6	+7	+8	+9
7-10	+5	+7	+8	+9	+10
11+	+6	+8	+10	+12	+14

*: "+" becomes "–" for sighting purposes (OP.18.2.6.4). **GUN STABILIZER:** Use one line higher (OP.19.1.8). **SIDE SHOT AT MOVING VEHICLE:** Use one line lower (OP.19.3.6). **NOTE:** This Chart also applies when firing GLR or MPL using "GMUW" or "H" used as "G" (12.2.12.4).

WOUND TABLES (OP.23.1)

DIE NO.	WOUND LOCATION	WOUND EFFECTS: CONSTITUTION I	II	III	IV	V
1	Killed	K	K	K	K	K
2	Head (H) a	X	X	X	X	20FM
3	Chest (C) a	X	X	X	10MS	10MS
4	Body (B) a	X	X	X	10MS	10MS
5	Groin (G) a	X	X	X	20MS	10MS
6	Arm (A) b	X	X	20FM	10FM	10FM
7	Arm (A) b	X	2FM	2FM	1FM	1FM
8	Leg (L) b	X	X	20S	20S	20S
9	Leg (L) b	X	2S	2S	2S	1S
10	Weapon (W) c	D	D	D	—	—
	Impact	1	2	3	4	5

D: Down. F: Firing. M: Melee. S: Speed.

a. Any combination of two = "K".
b. Any combination of two = "X".
c. Roll again unless a weapon unit: if "1-6", this hit is a minor wound and the weapon may still be used.

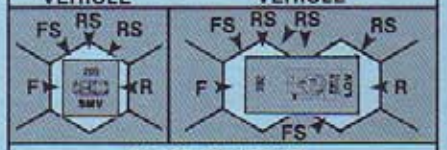
A soldier is Stunned if the Impact Number exceeds the required.

VEHICLE WEAPON PLAYS

ARMOR BASIS DIAGRAMS (OP.19.1.7)

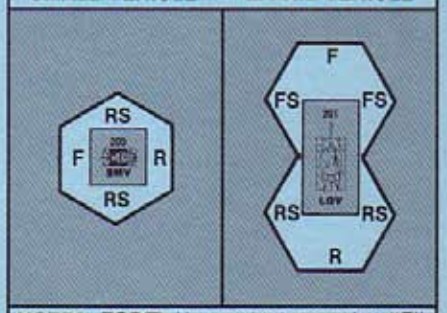
FIRE AT VEHICLE (AHL)

SMALL VEHICLE | LARGE VEHICLE



BLAST IN HEX (B)

SMALL VEHICLE | LARGE VEHICLE



NOTES: TOP(T): Use against grenades, "F", "G", or "W" hits on a vehicle, or "A" or "H" hits from 6 or more heights higher.
BOTTOM(B): Use against mines.

STANDARD TERRAIN VALUES CHART (12.5)

TERRAIN TYPE	VALUE	HEIGHT
Abatis.	2g	1
Balcony wall.	8a	1a
Bamboo, brush fence/wall.	1b	3/3
Block.	20c	1
Brick, mud fence/wall.	5c	1/4
Bridge.	m	m
Bunker/pillbox.	20c	3/2
Cave opening.	30c	2d
Concrete, stone fence/wall.	8c	1/4
Crater (one/two holes)	—	–1e/–2e
Depression.	—	–2
Ditch.	—	–5
Door.	1f	2d
Foxhole (shallow/deep)	—	–1/–2
Hedge.	1g	2
Hill.	—	2
Log fence/wall.	4c	1/3
Loophole.	—	2h
Roadblock.	6c	3
Roof.	2c	i
Stump/tree.	3j	1/10
Tower.	3/4ck	5/8k
Trench.	—	–2
Tunnel.	—	1
Wall.	8c	1
Window.	1f	1h
Wire/double wire.	2/3g	0
Wood plank fence/wall.	2c	2/3

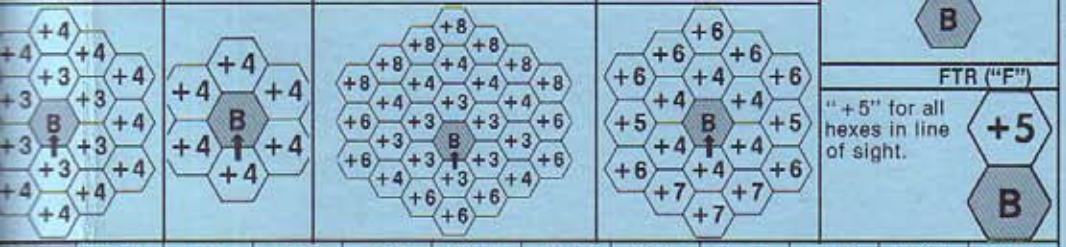
TERRAIN NOTES: a. Becomes rubble hex if destroyed. Wall height is "1" above the floor. Floor height equal to floor height of that story of building. **b.** Becomes scrub hex if destroyed. **c.** Becomes rubble hex if destroyed. **d.** From floor to top of opening. **e.** Is also a rough hex. **f.** Becomes open if destroyed. **g.** Becomes a normal or clear hex if destroyed. **h.** Starts "1" height above floor level. **i.** On top of wall. **j.** Tree becomes abatis hex and stump becomes normal or clear hex if destroyed. **k.** Value "3" normally, "4" if sandbagged. Floor has "5" height, roof has "8" height. **m.** Bridges have the same values when fired at as walls of the same materials. The height of the floor is the same as that of the originating hexes connected by the bridge, and the thickness extends one height below that. Standard bridge capacities are (in tons) as follows: Wood Plank: 10; Log: 20; Brick: 40; Concrete or Stone: 65.

BLAST DIAGRAMS (12.3)

BLAST "5" OR LESS: "G" | "W"

BLAST "6+": "G" | "W"

HGN ("F")



B

FTR ("F")

"+5" for all hexes in line of sight.

+5

B

ISTER (12.3.2)	Range	1-3	4-7	8-12	13-18	19-25	26-33	34-42	43-52	53-63	64+
	Mod	0	+1	+2	+3	+4	+5	+6	+7	+8	+9

mination shells increase visibility by "2" for 10 hexes, by "1" from 11 to 25 hexes.